



“The Moe You Know Part 2”

1034-228

Original Board

Date 04/13/15

- ☒ Board Team Final 04/13/15
- ☐ Network Approval Board
- ☐ Record Board
- ☐ Animatic Scan Board
- ☐ Conformed Board
- ☐ Design Board
- ☐ Final Board

Adventure Time Created by
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Supervising Director
Andres Salaff

Storyboard by
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Steve Wolfhard

Animation Studio
SAEROM

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ADVENTURE TIME



Page 0

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night

Dialog:
Action:
Timing:

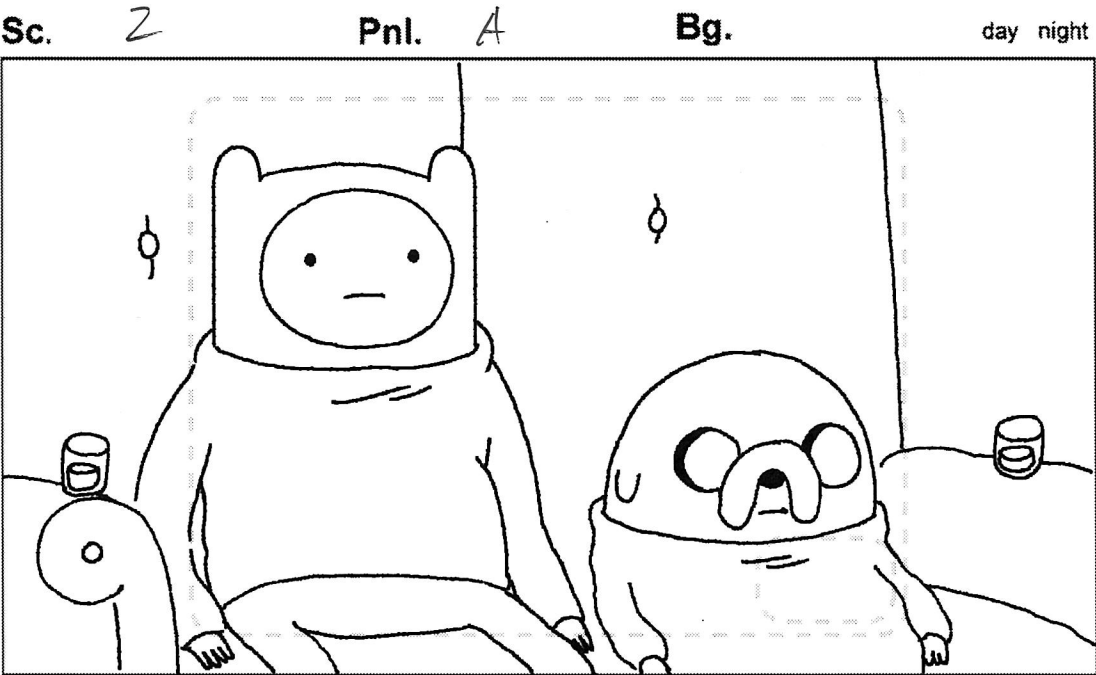
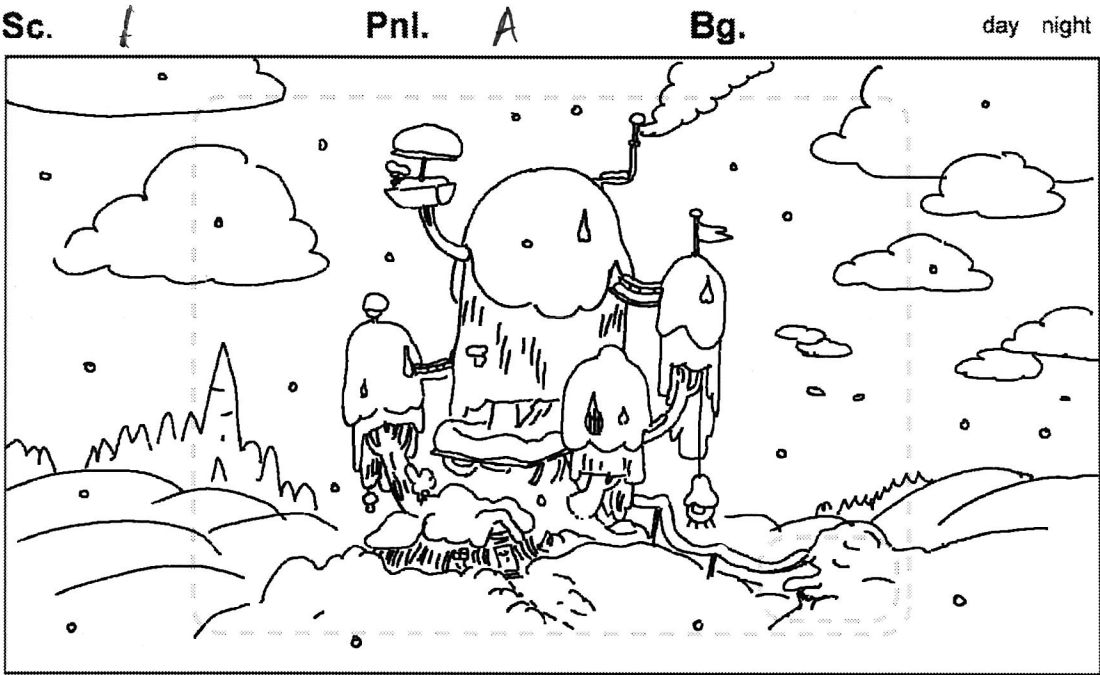
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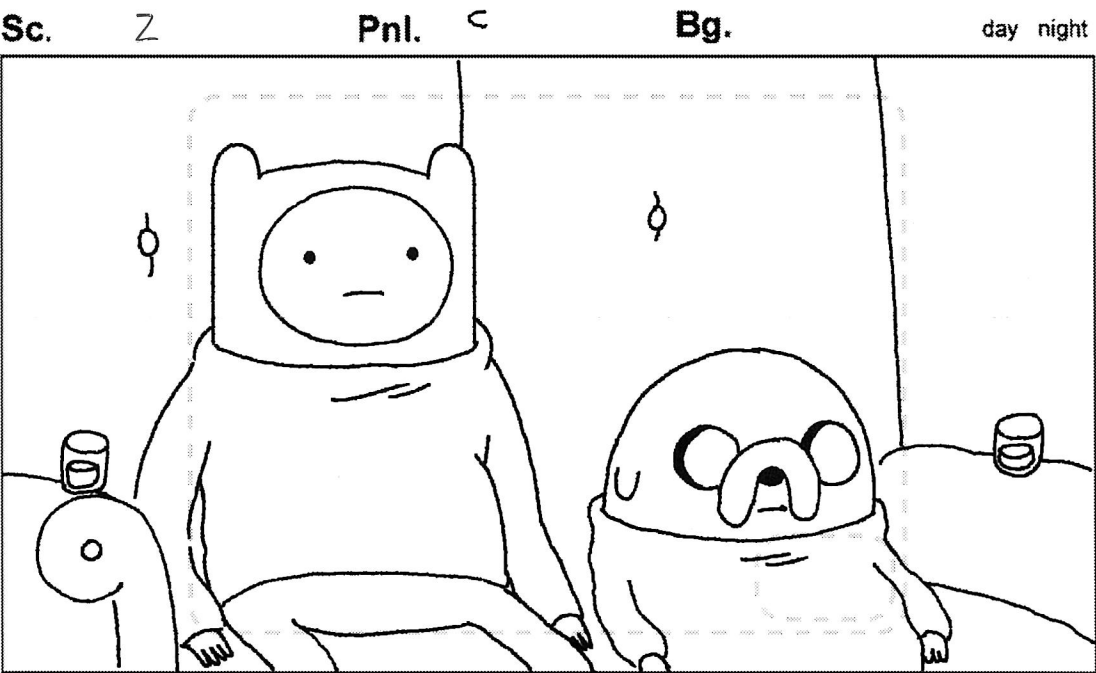
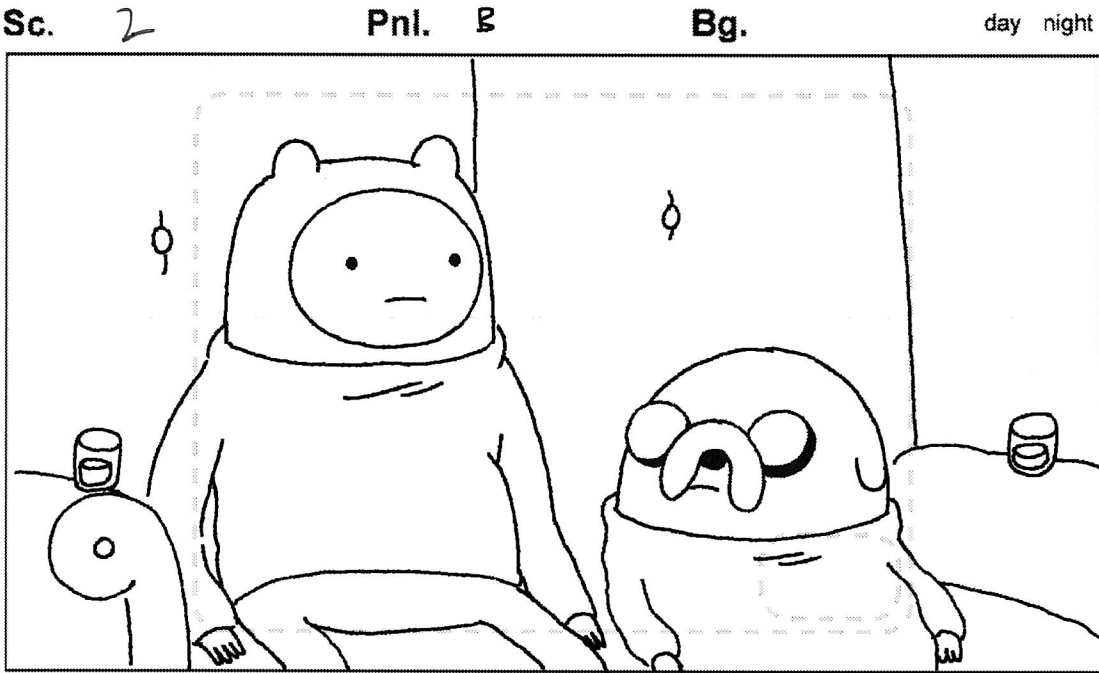


Dialog:
(m) LET'S SEE . . .
Action:
Timing:

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ADVENTURE TIME



Dialog:
Action:
Timing: ARE THEY LOOKING AT EACH OTHER?? I CAN'T TELL ...

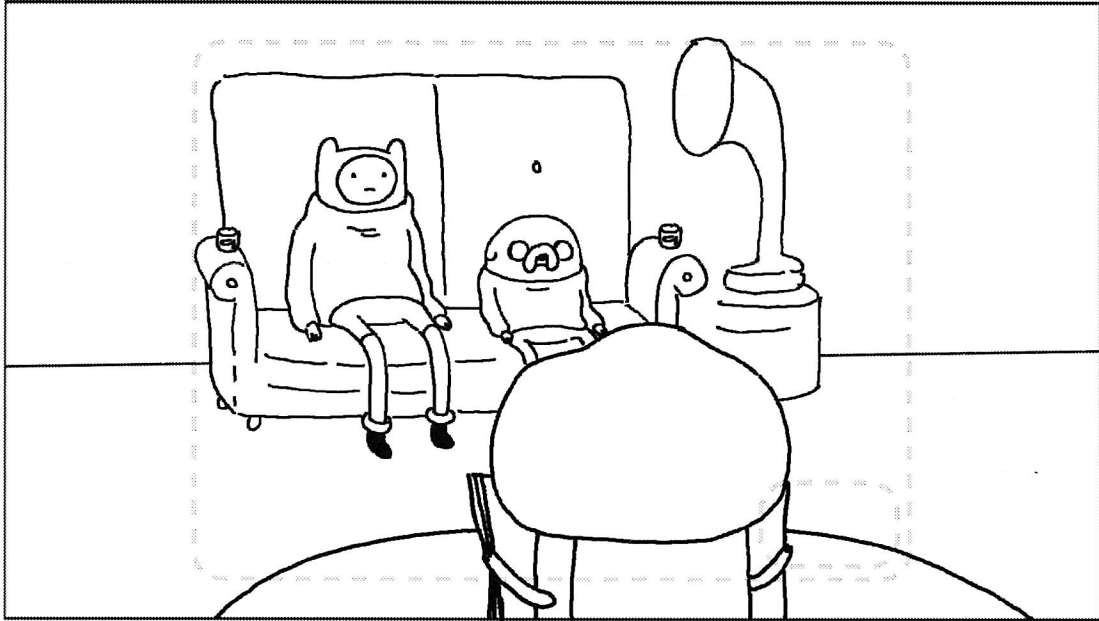
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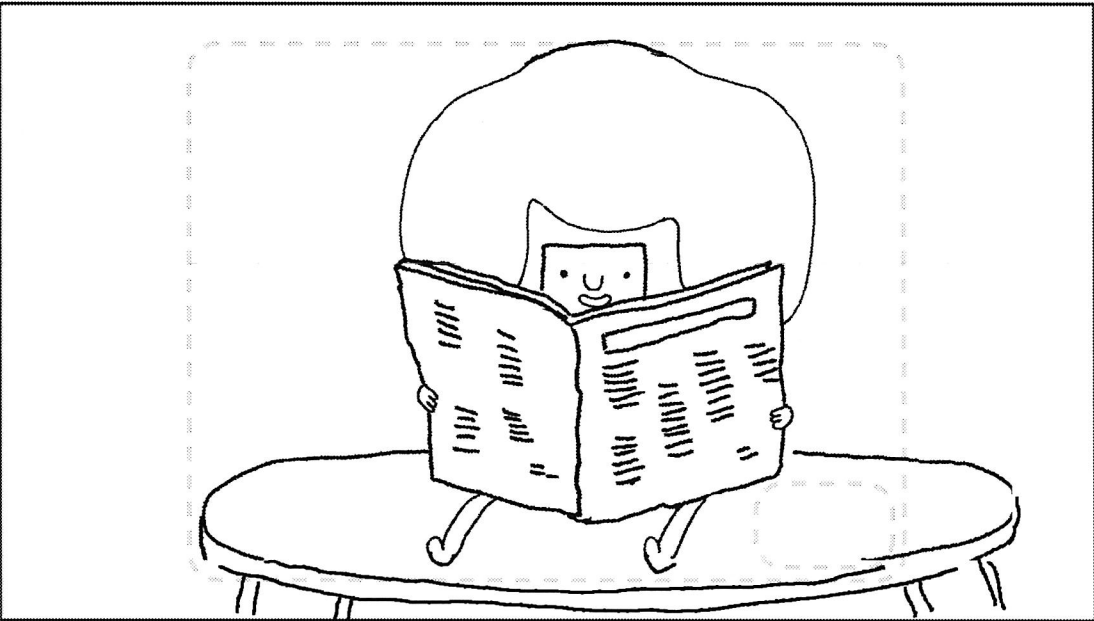
ADVENTURE TIME



Sc. 3 Pnl. A Bg. day night



Sc. 4 Pnl. A Bg. day night



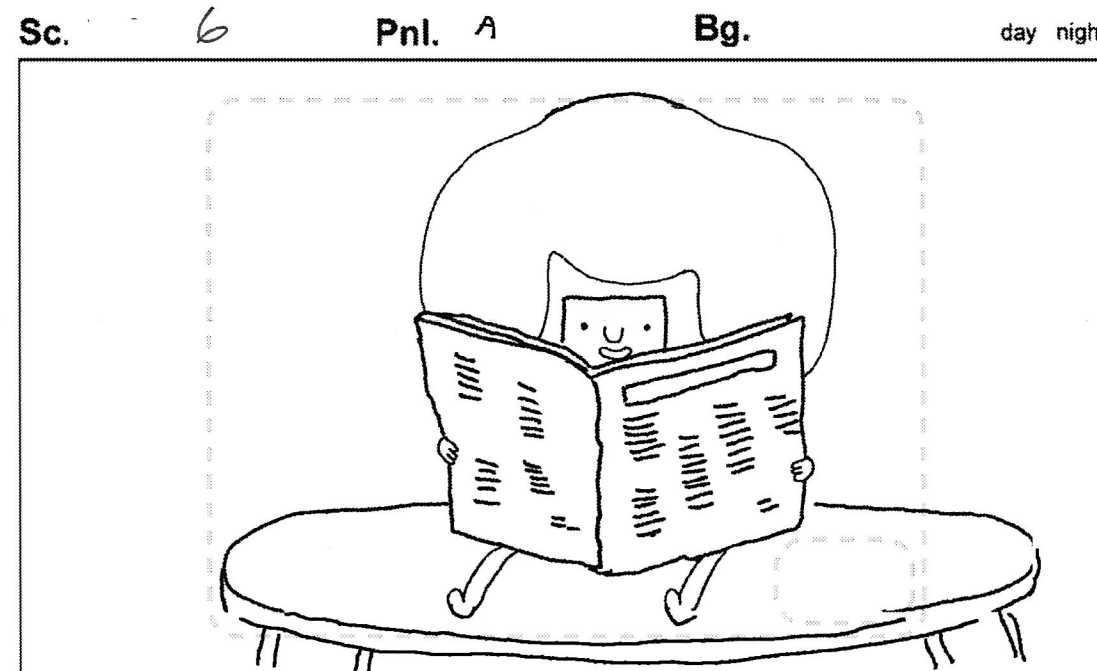
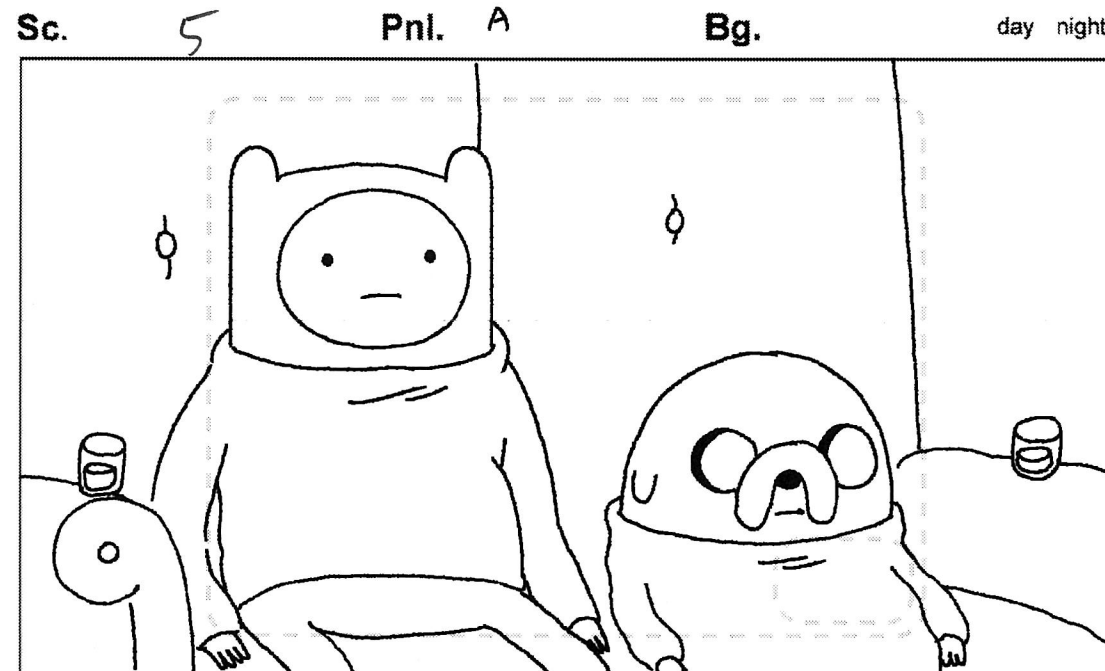
Dialog:	(M) 4 DOLLARS ...	(M) (CONT) ... OFF OF HONEY BAKED HAM. I ... I DON'T LIKE HAM.
Action:		MMM , 1 DOLLAR OFF OF BEETS .
Timing:		

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Production :

ADVENTURE TIME



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Dialog:

(M)/(os)(CONT) DO BEETS
HAVE TANNENS?

(M)/(CONT) HAM HAS TANNENS.
HMM. OH! 4 DOLLARS OFF
OF HONEY BAKED HAM.

Action:

Timing:

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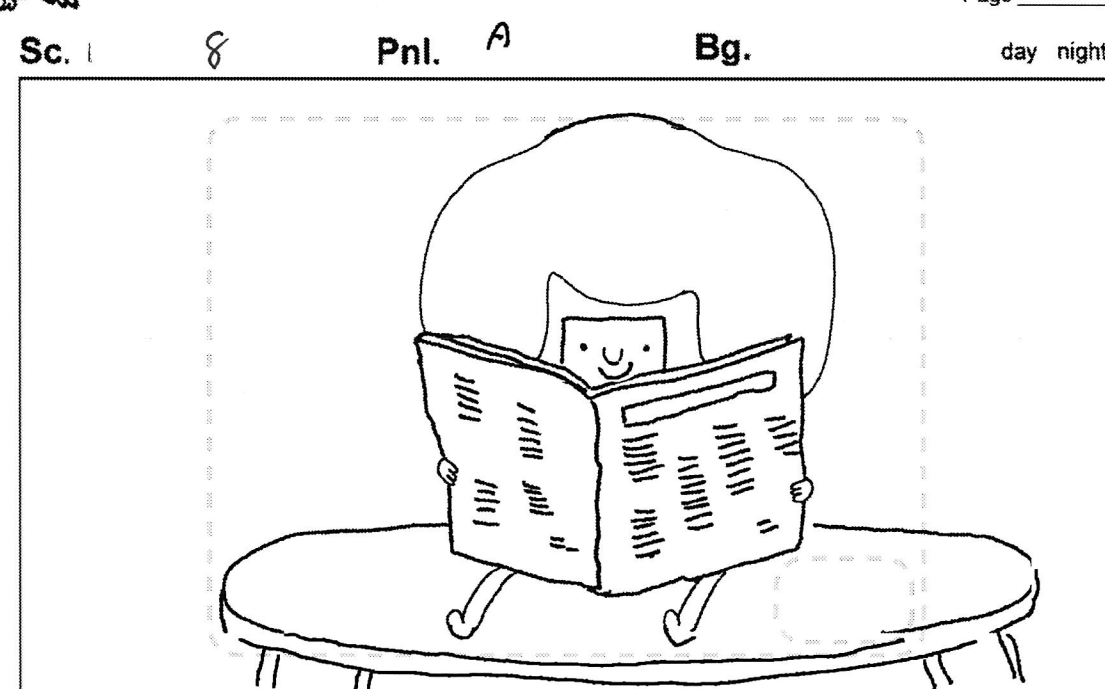
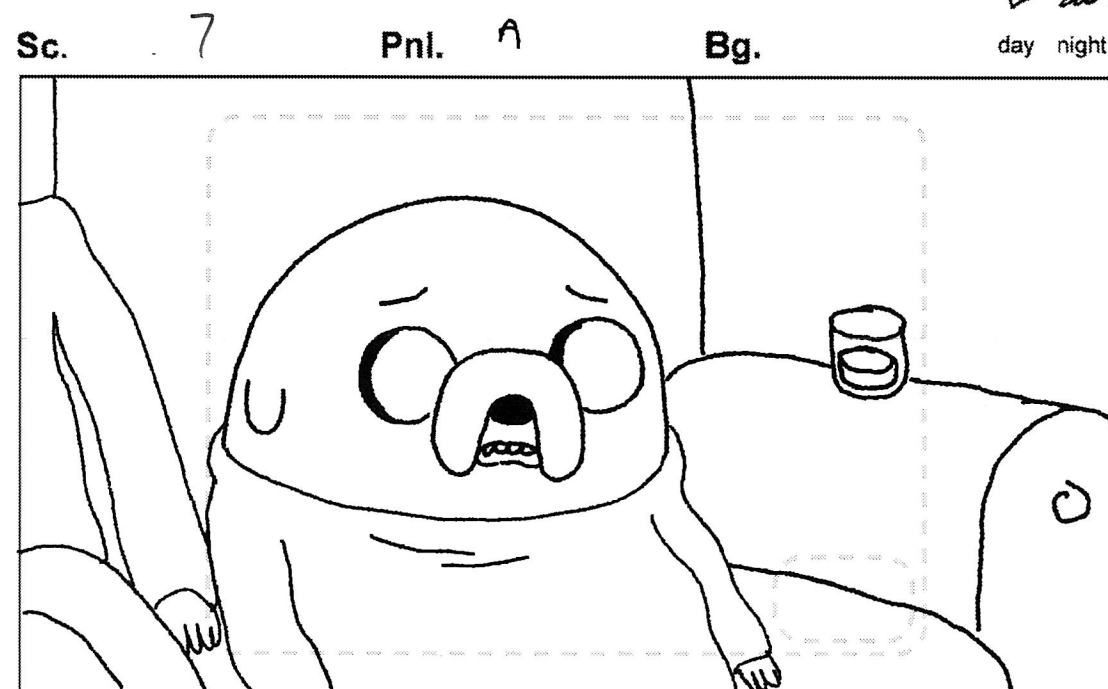
EPISODE #

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ADVENTURE TIME



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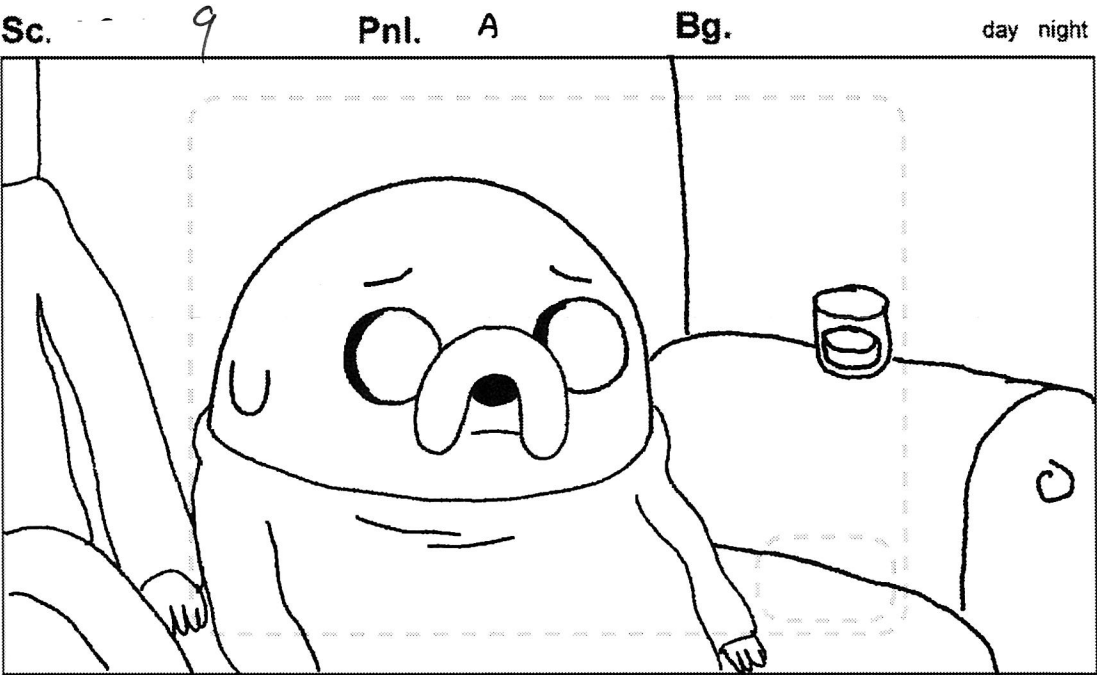
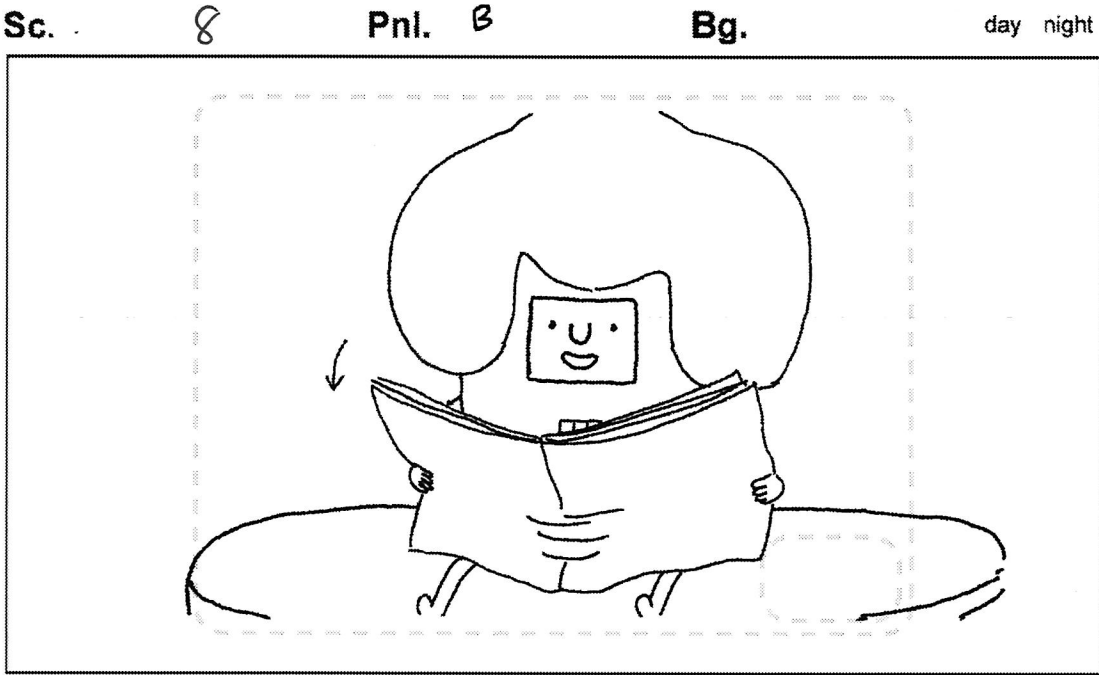
Dialog:
<u>2/</u> UH , MOE ?
Action:
Timing:

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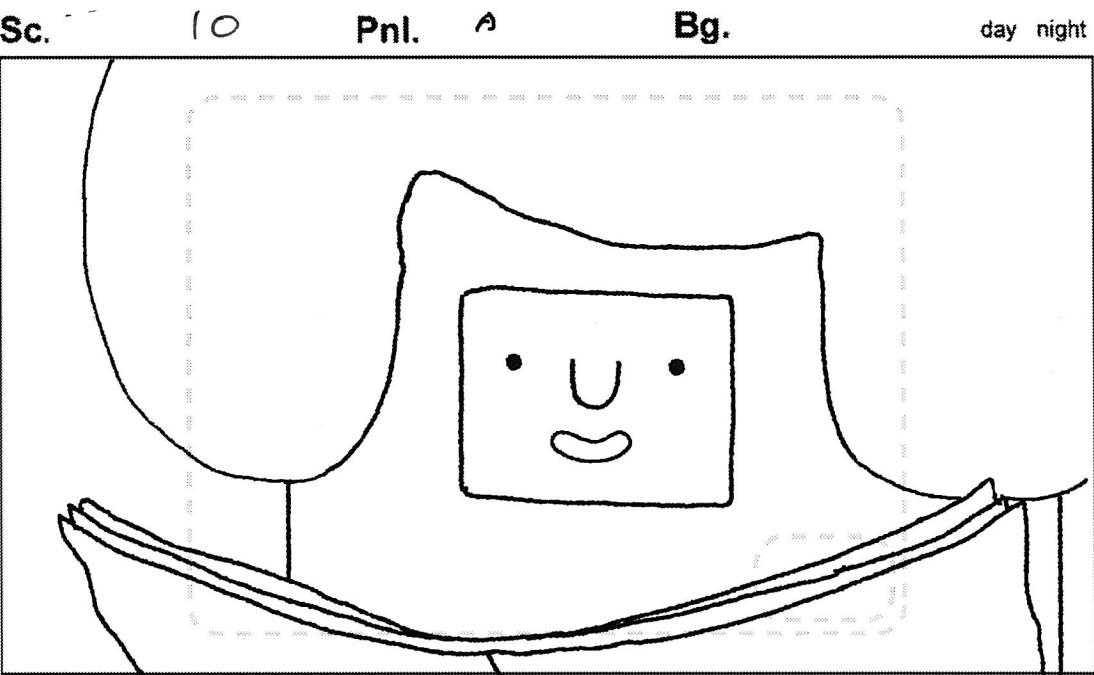
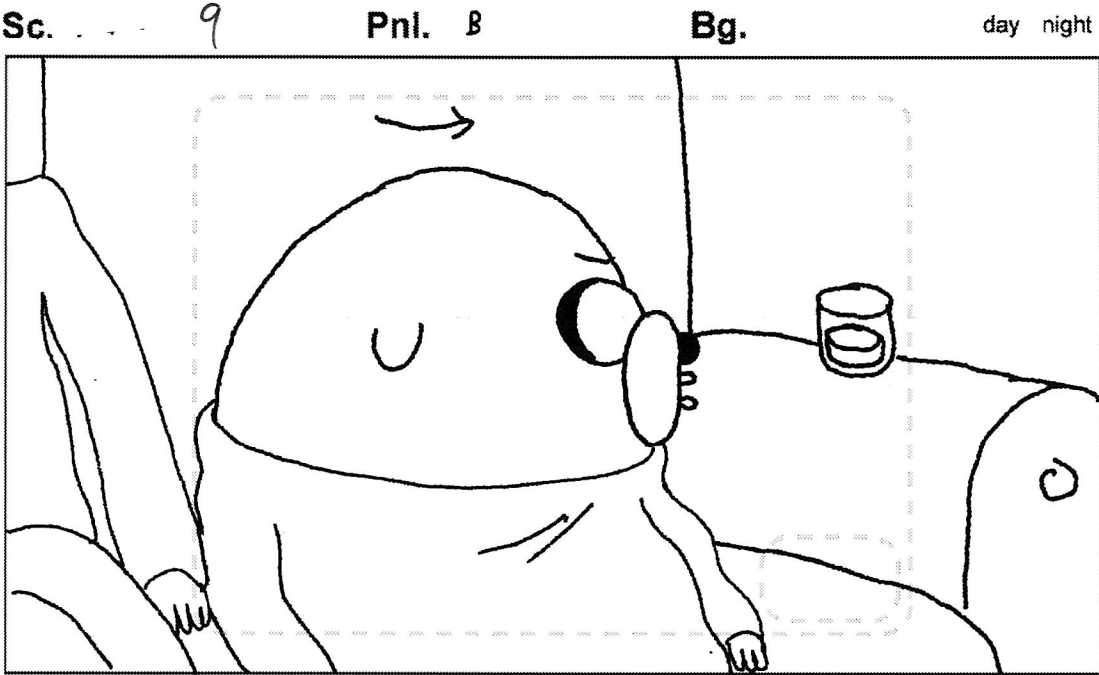
ADVENTURE TIME



Dialog:	(M) PLEASE CALL ME "GWAMPA". HOW IS
Action:	YOUR ROSE WATER?
Timing:	

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Production :

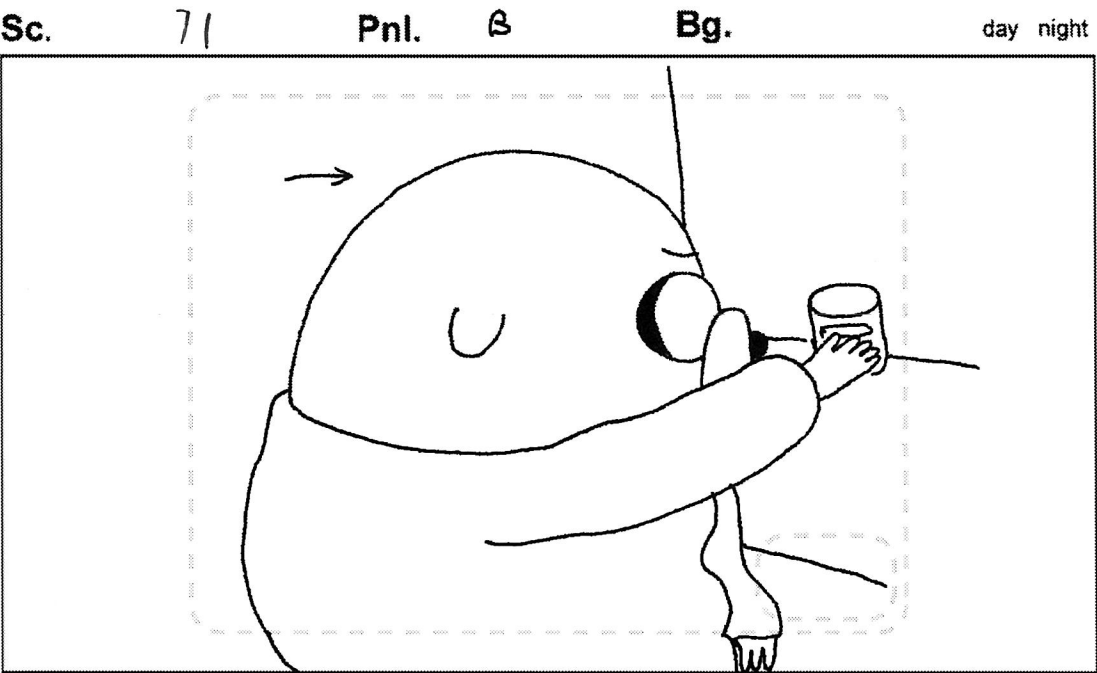
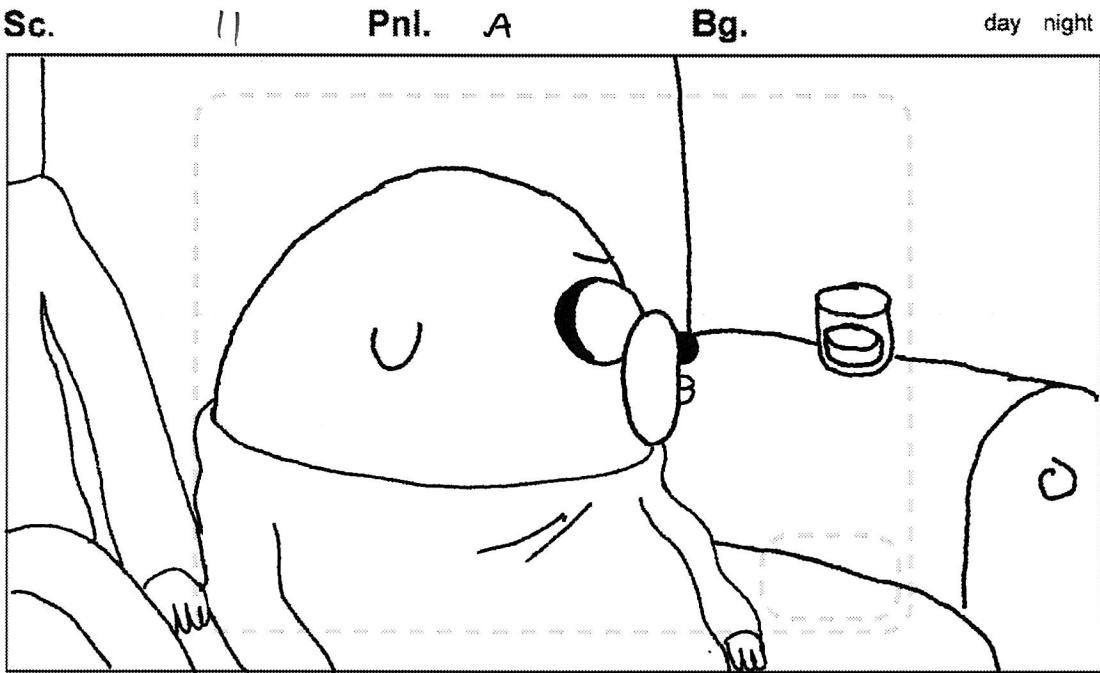
ADVENTURE TIME



Dialog:	① OH, YEAH . IT'S EXACTLY WHAT IT SAYS IT IS, HUH?	IT'S ROSEWATER.
Action:		
Timing:		

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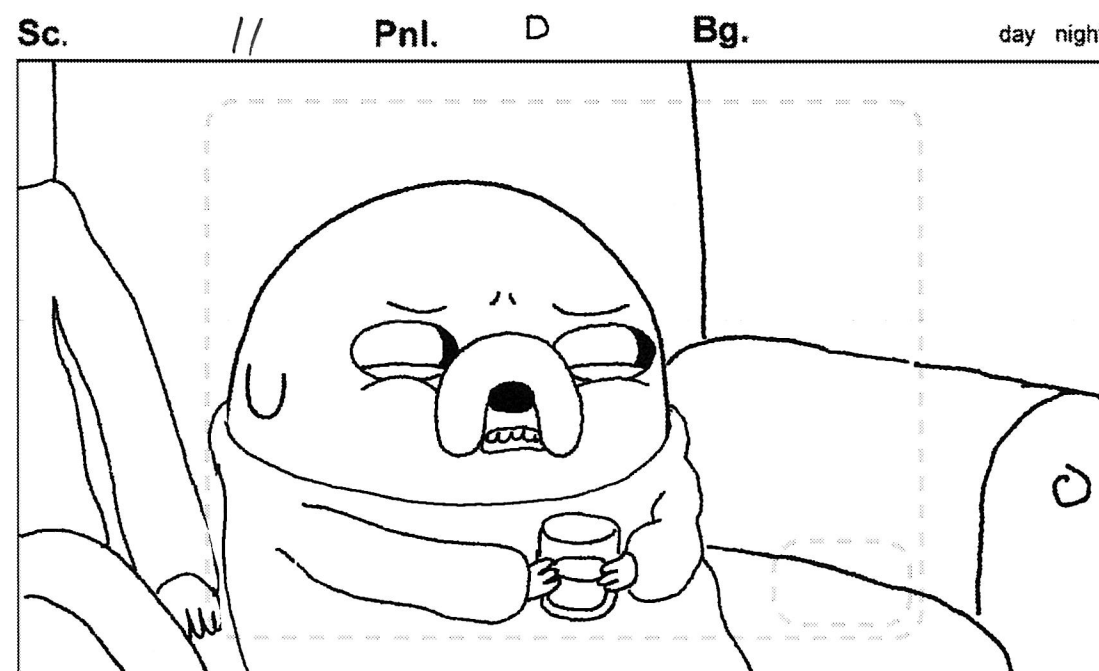
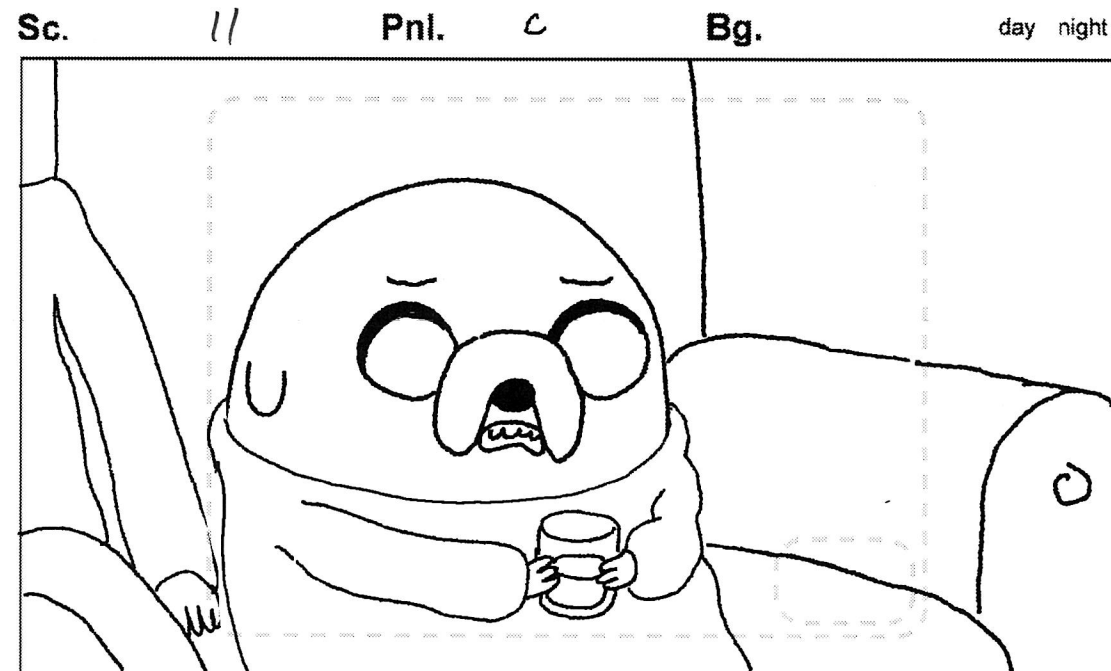
Dialog:
Action:
Timing:

EPISODE # 1034-228
Production :

ADVENTURE TIME



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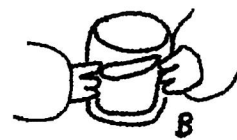


Dialog:

YEAH,
①/ SO HEY , UH ,

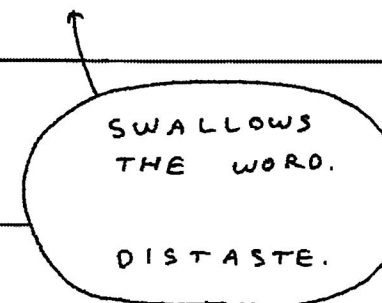
①/(CONT) GWAMPA .

Action:



ABAB
SWISHES AROUND
THE WATER.

Timing:



Production :

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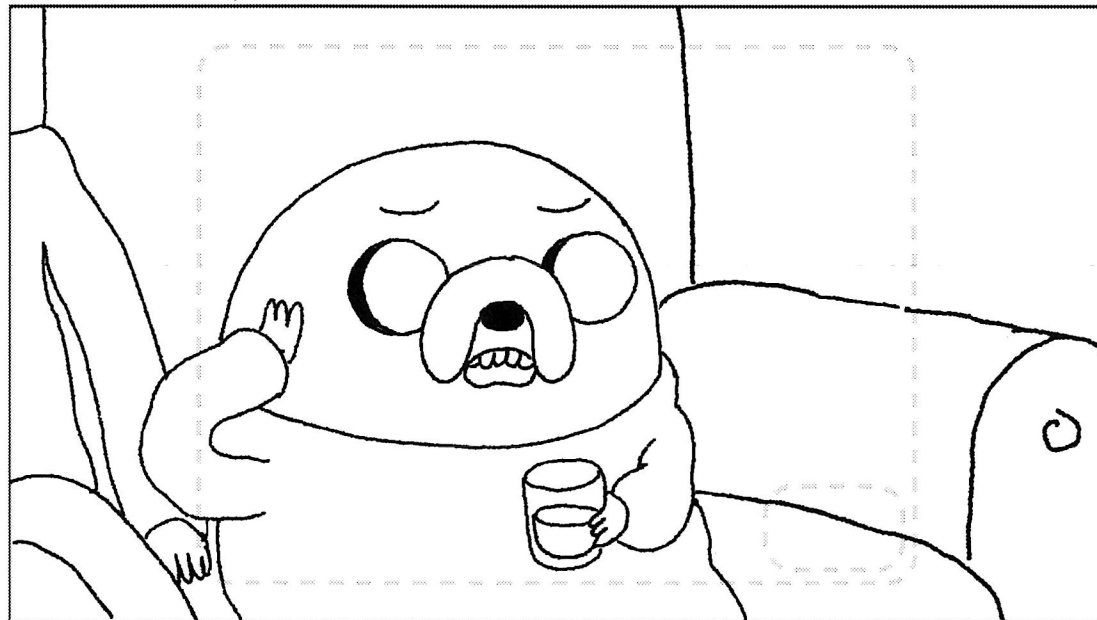
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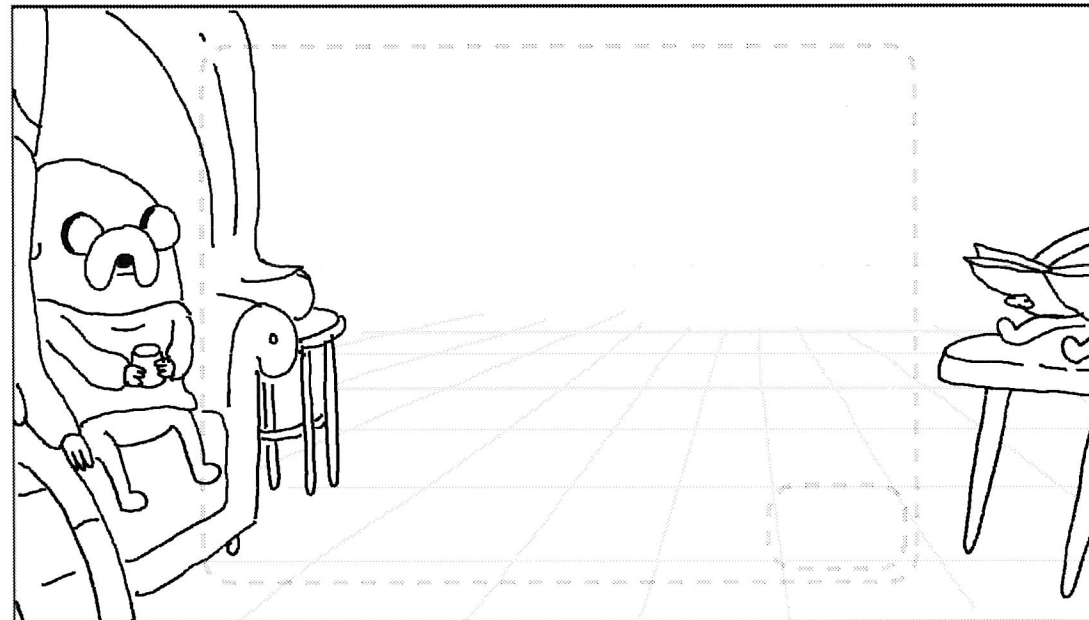


Page 10

Sc. 11 Pnl. E Bg. day night



Sc. 12 Pnl. A Bg. day night



Dialog:

①

MAYBE WE CAN HANG OUT
WITH NEPTR? HE CAN
RAP OR SOMETHING.

Action:

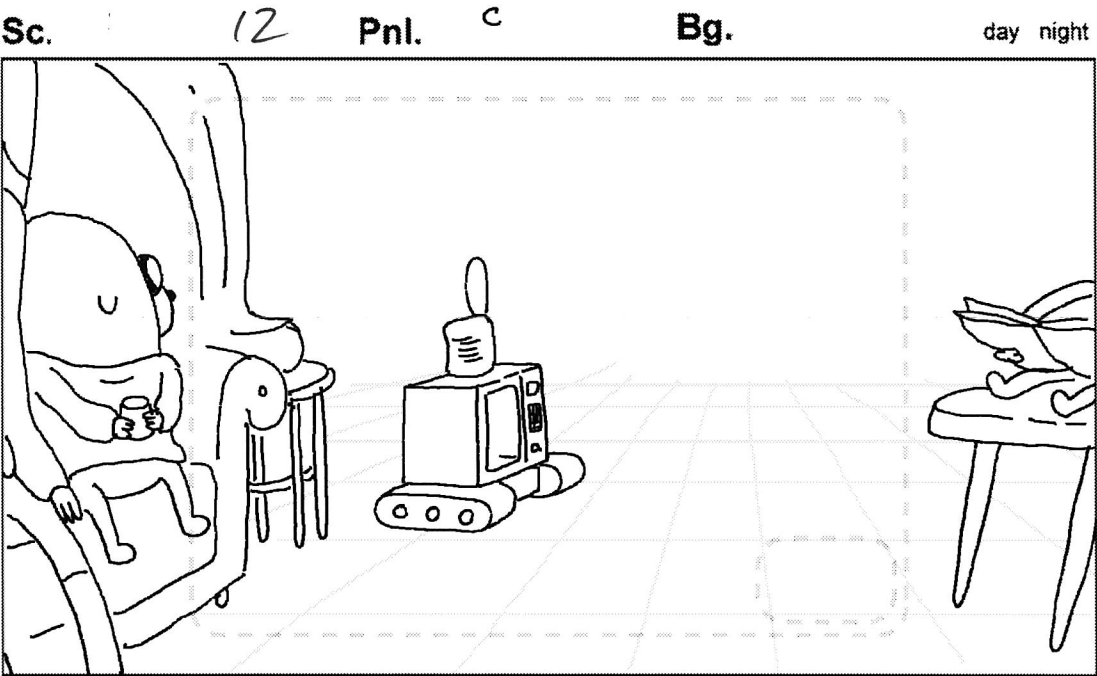
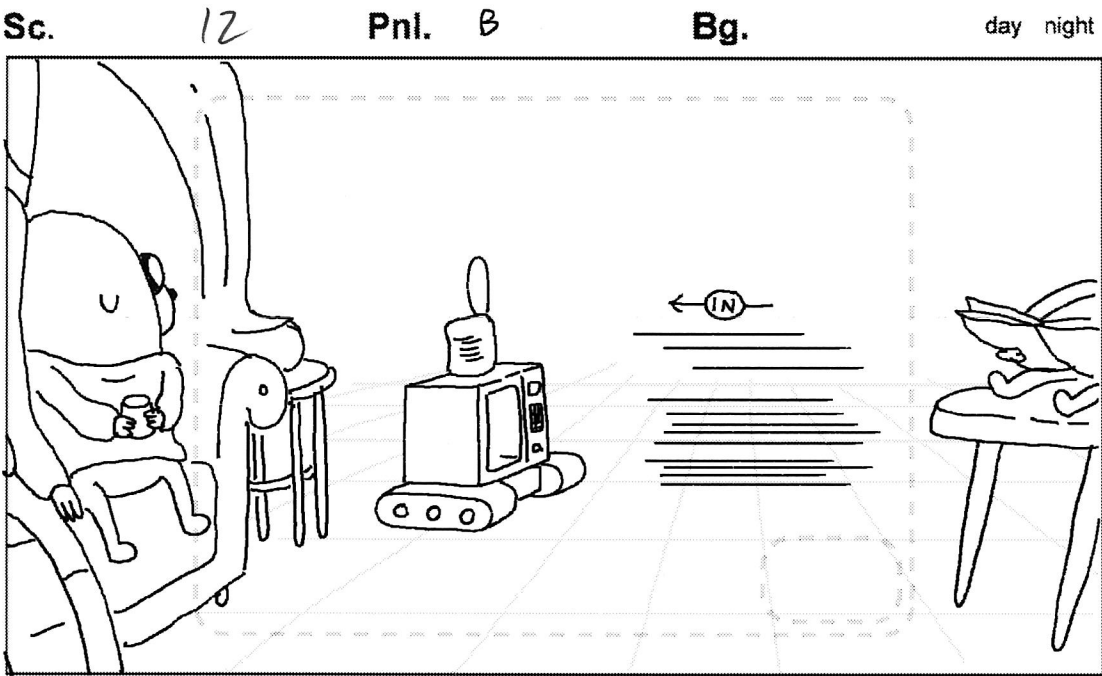
Timing:

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EPISODE #

Production :

ADVENTURE TIME



Dialog:

(SFX) R R R R !

Action:

STOPS.

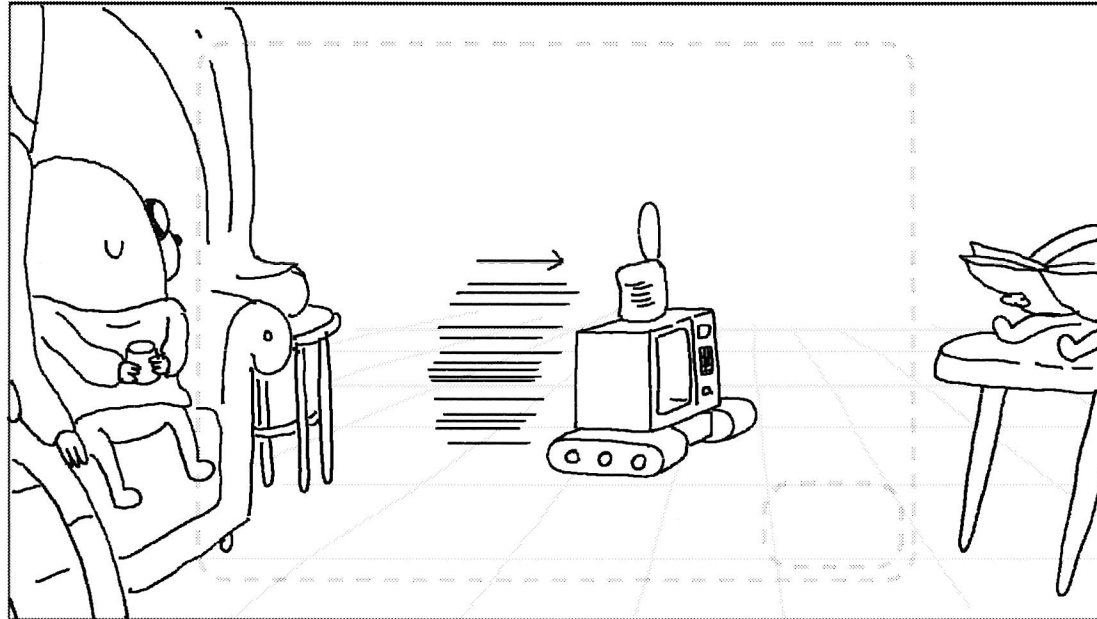
Timing:



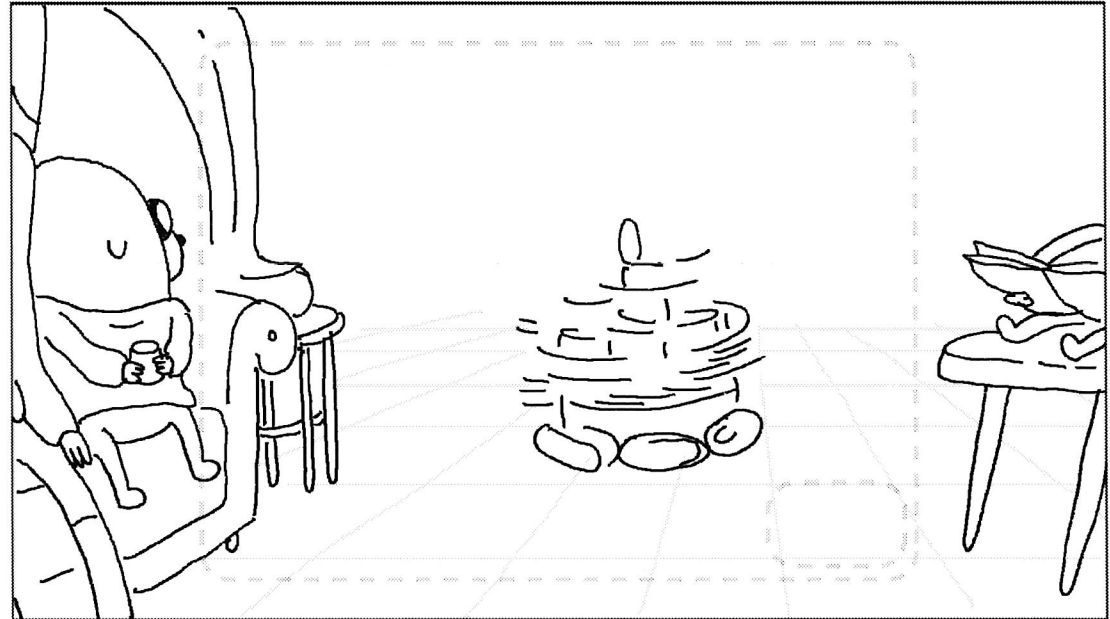
ADVENTURE TIME

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Sc. 12 Pnl. D Bg. day night



Sc. 12 Pnl. E Bg. day night



Dialog:

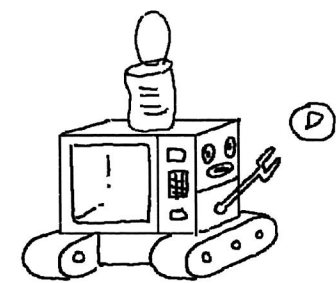
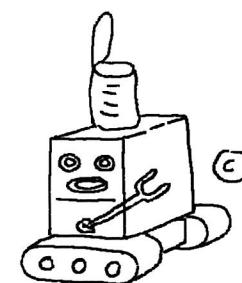
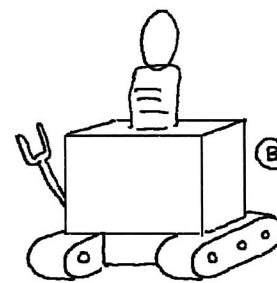
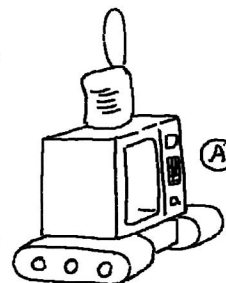
(SFX) R R R R !

(SFX) R R R R !

Action:

SPINS RAPIDLY.

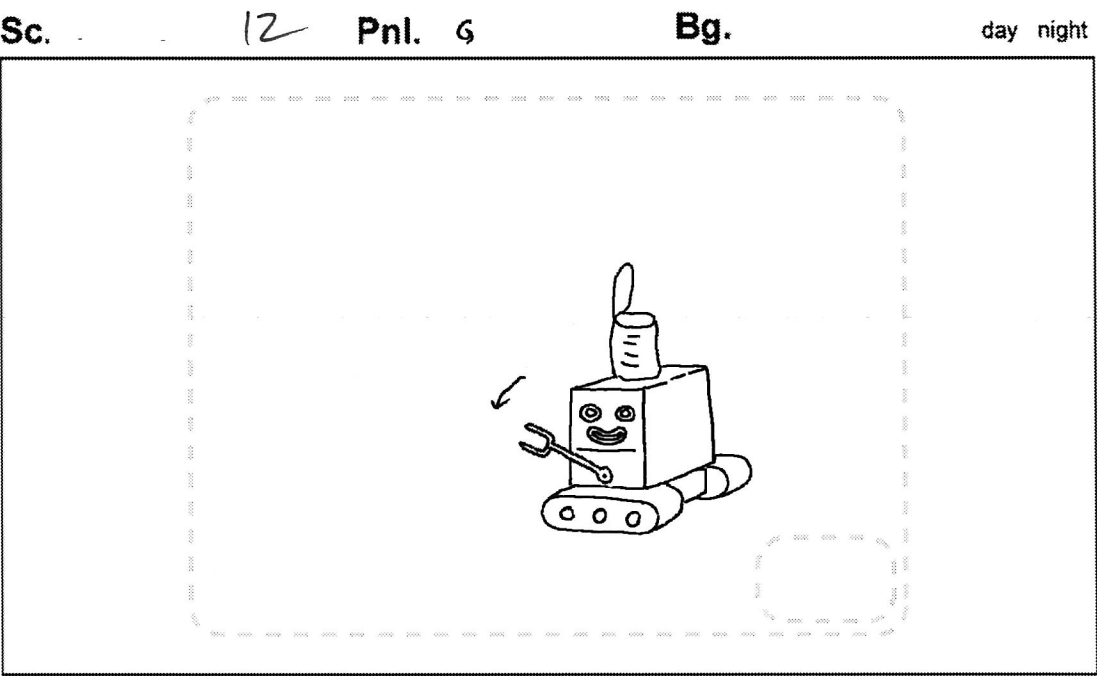
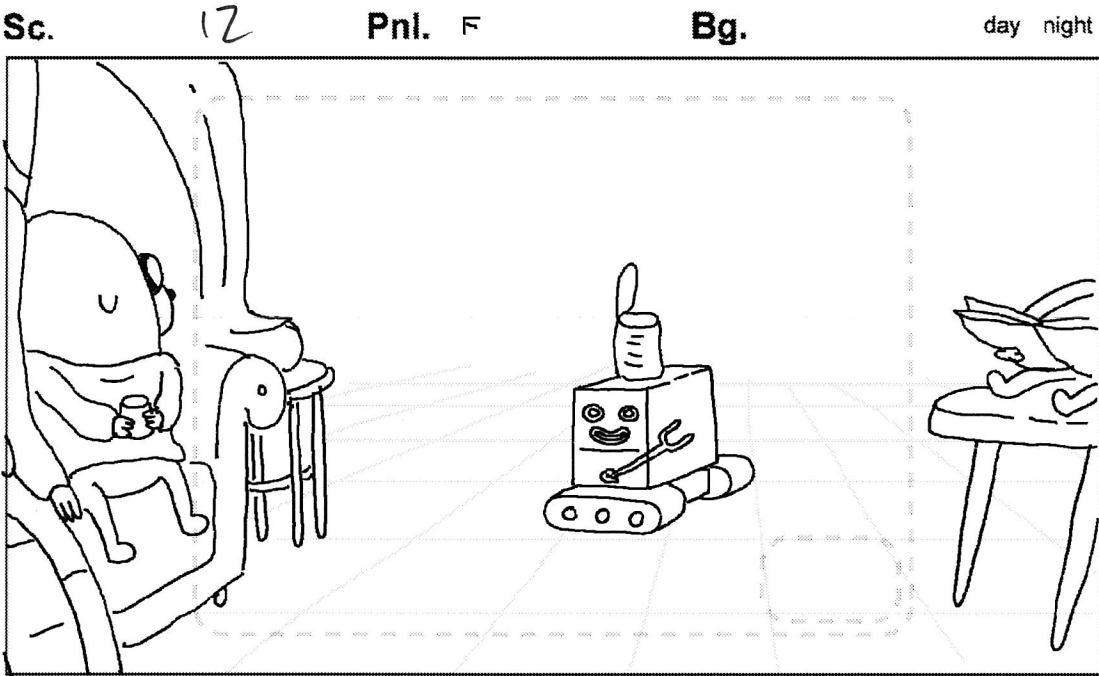
Timing:



EPISODE # 1034-228

Production :

ADVENTURE TIME



Dialog:

N H I !

Action:

Timing:

1034-228

EPISODE #

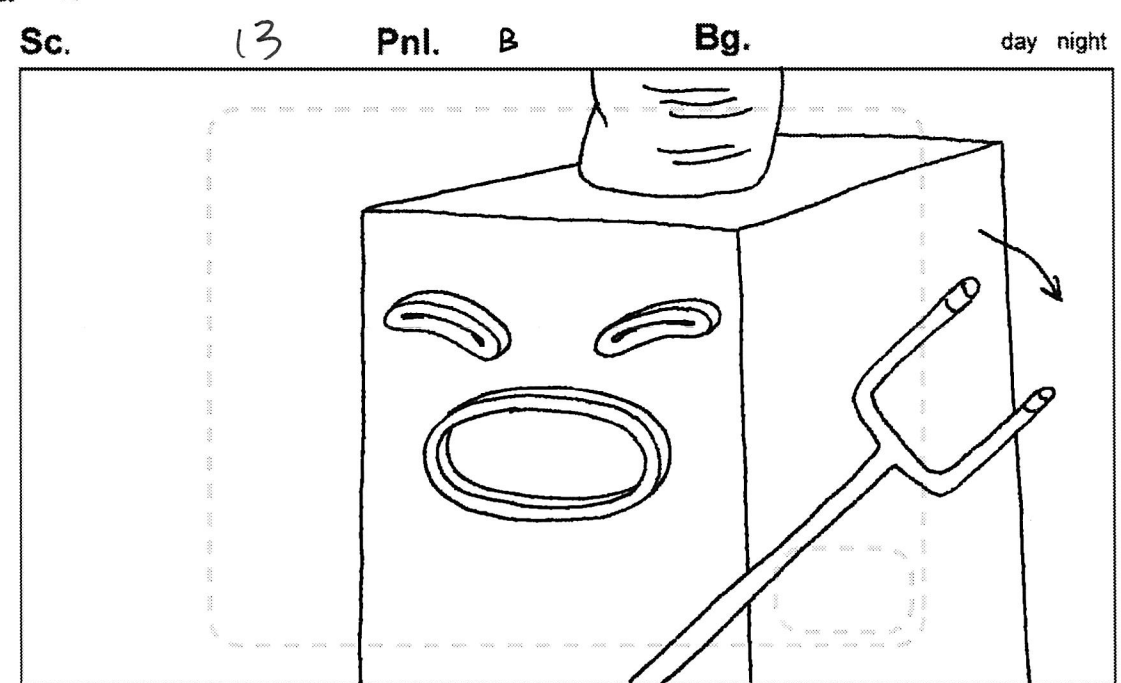
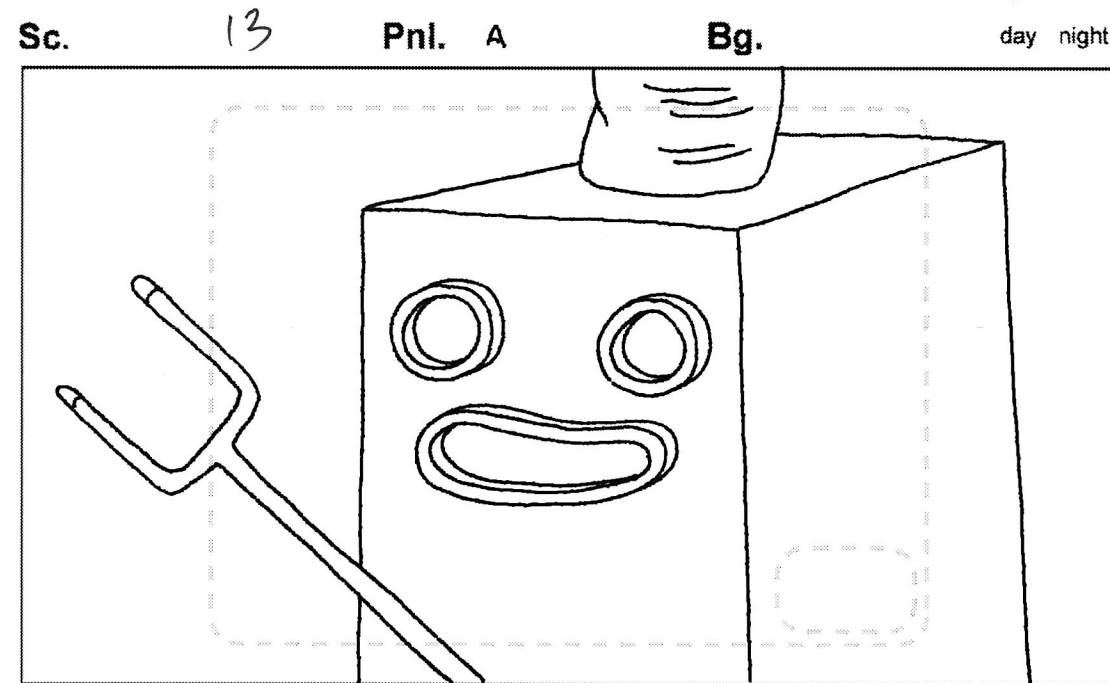
Production :

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ADVENTURE TIME



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Dialog:

② ♪ B-B-B - BREAD.
WHERE'S MY
NEEDLE AND THREAD ♪

Action:

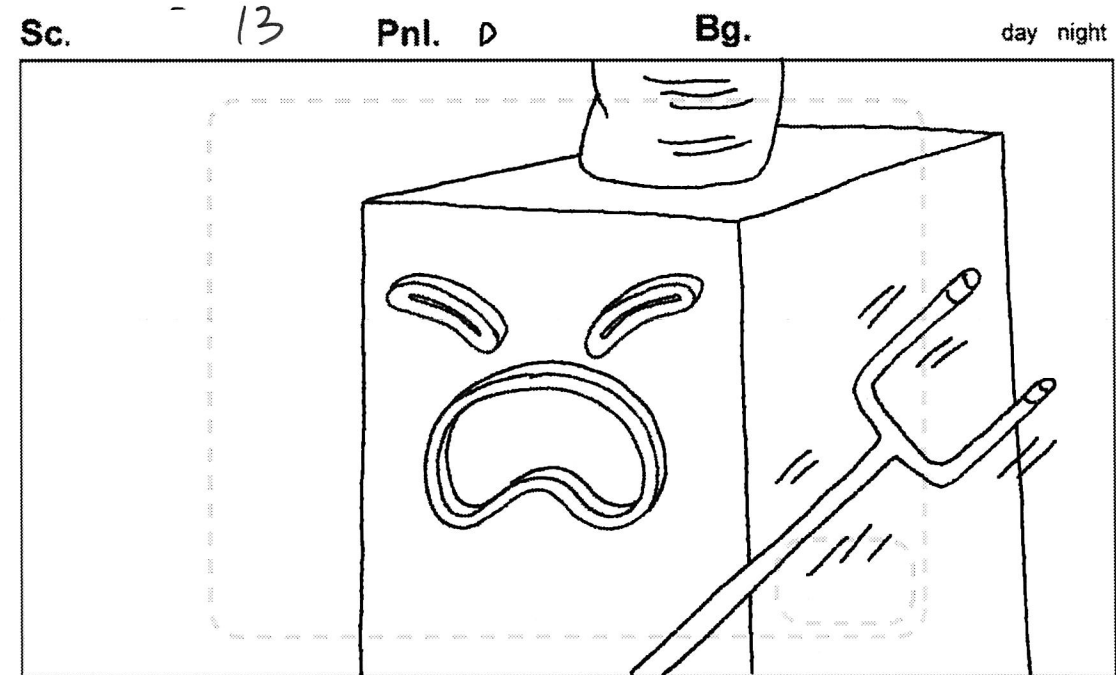
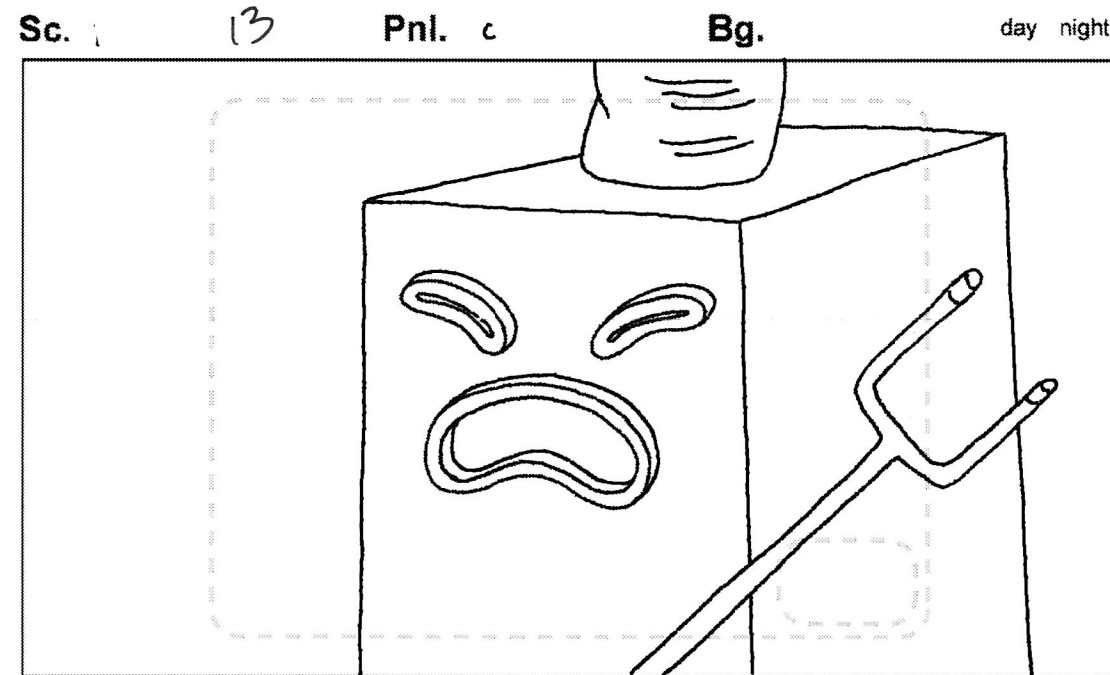
Timing:

QUALITY RAP.

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Production :

ADVENTURE TIME



Dialog:

(N) EG - G - G - EGGS. I AM GOING TO BED! (N) M - M - M - MEAT -

Action:

Timing:

THIS IS THE
BEST RAP THAT I
COULD WRITE . S.W.

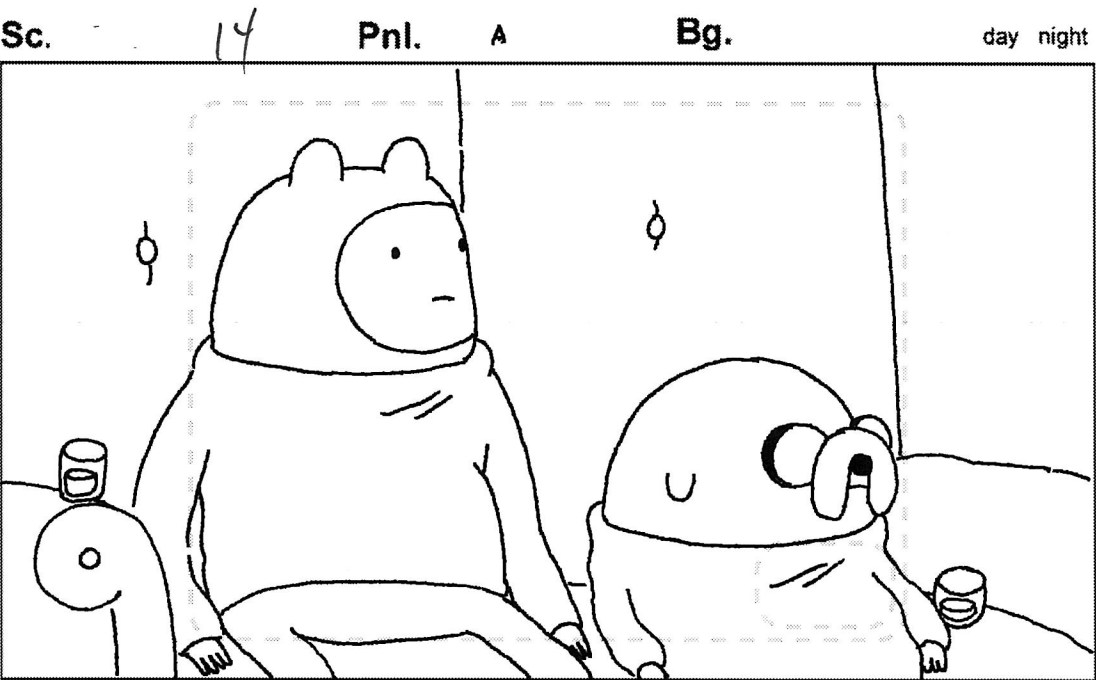
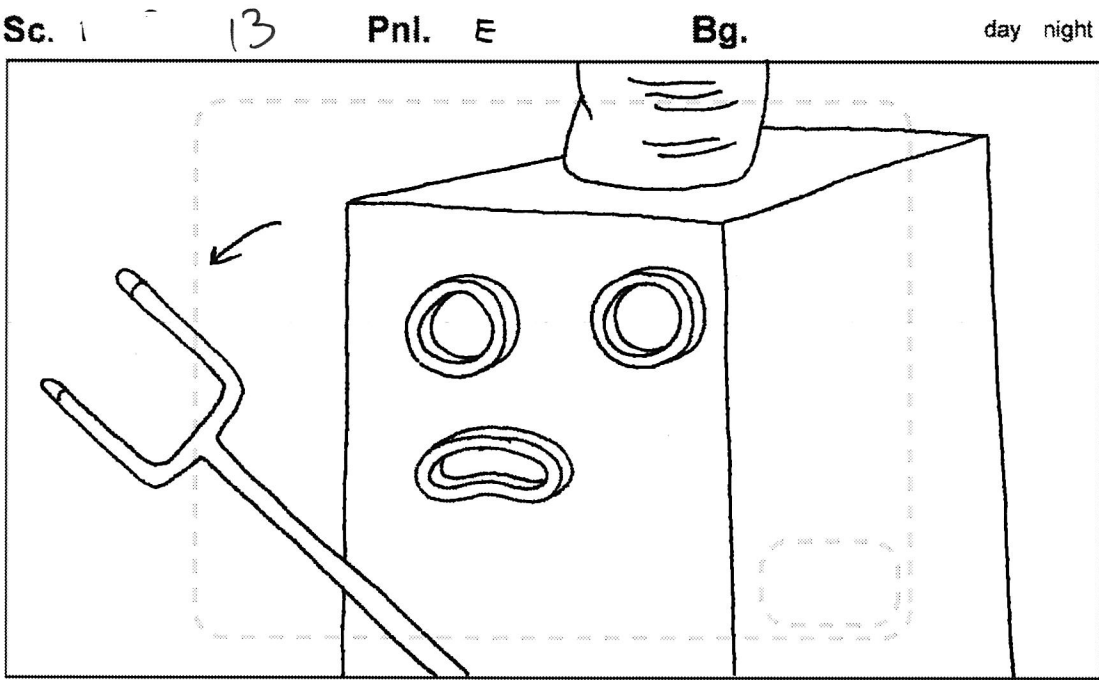
1034-228

EPISODE #

Production :

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ADVENTURE TIME



Dialog:
<p>M/OS NO</p>
Action:
<p>S . P .</p>
Timing:

EPISODE # 1034-228

Production :

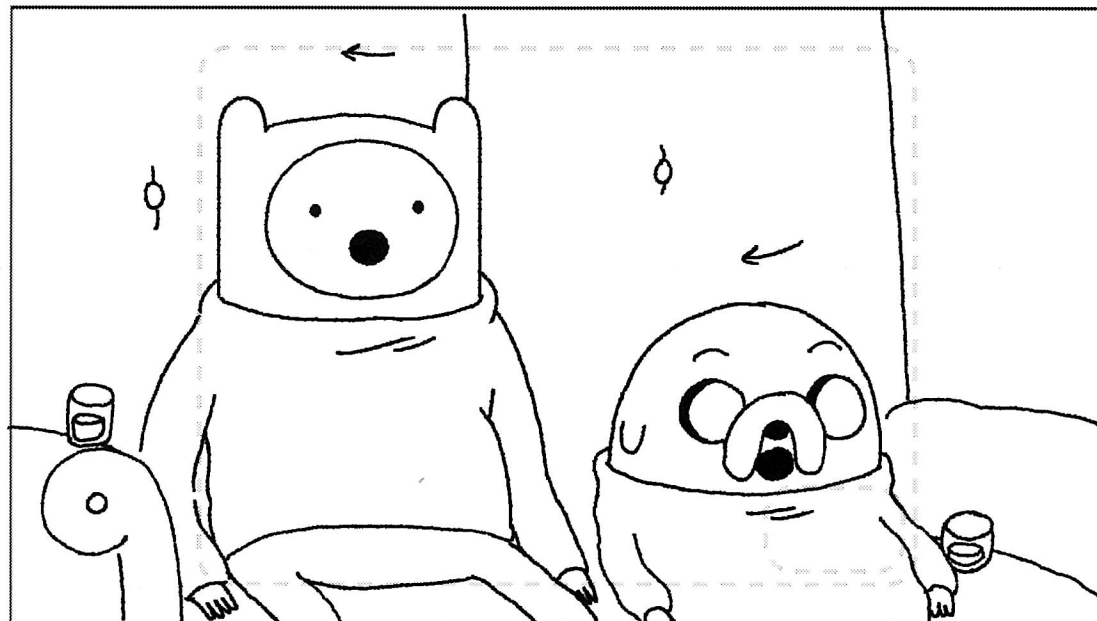
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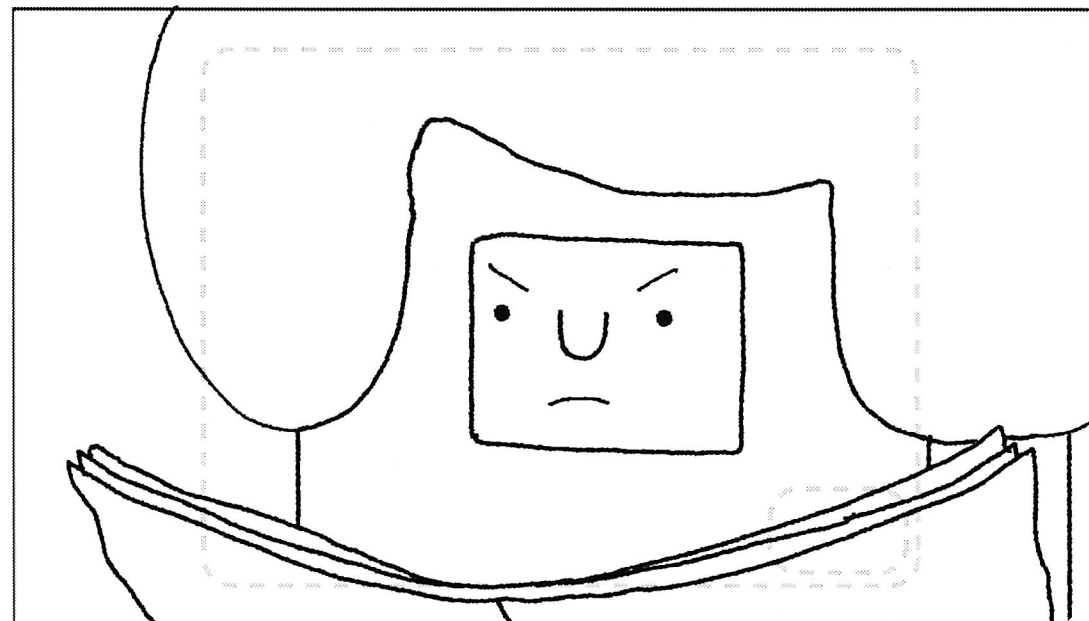


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Sc. 14 Pnl. B Bg. day night



Sc. 15 Pnl. A Bg. day night



Dialog:

(F+J) G A S P ...

Action:

Timing:

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ADVENTURE TIME



Sc. 1 15 Pnl. B Bg. day night

Sc. 1 15 Pnl. C Bg. day night

Dialog:	
(M) I'M SORRY , I MEAN , NEPTR IS TOO DISTRACTING.	(M) WE STILL NEED TO GET TO KNOW EACH OTHER.
Action:	
Timing:	

EPISODE # 1034-228
Production :

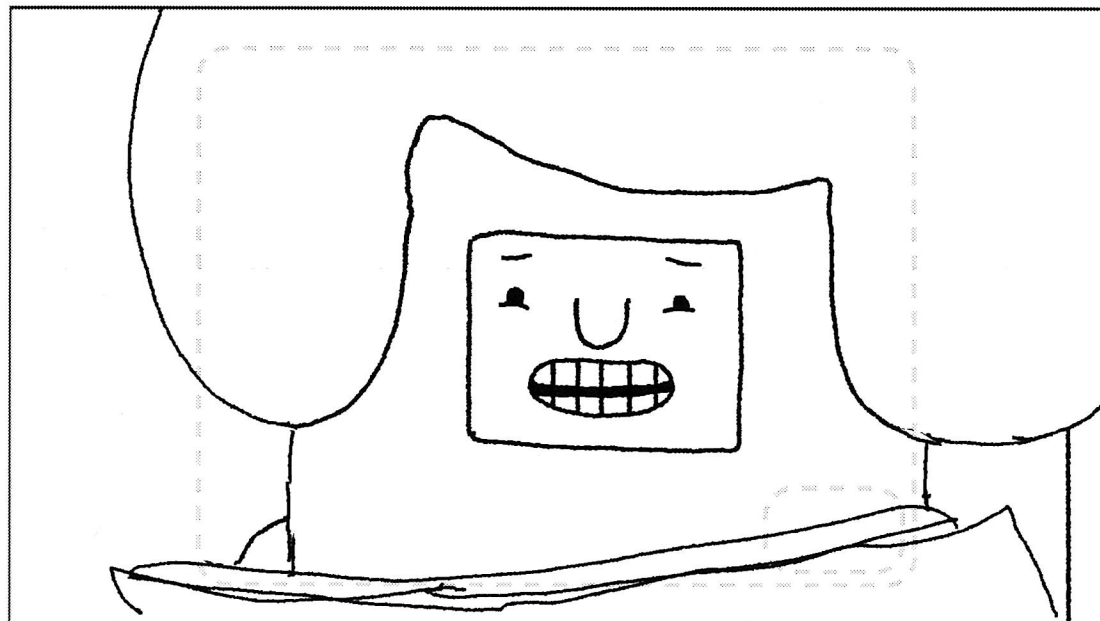
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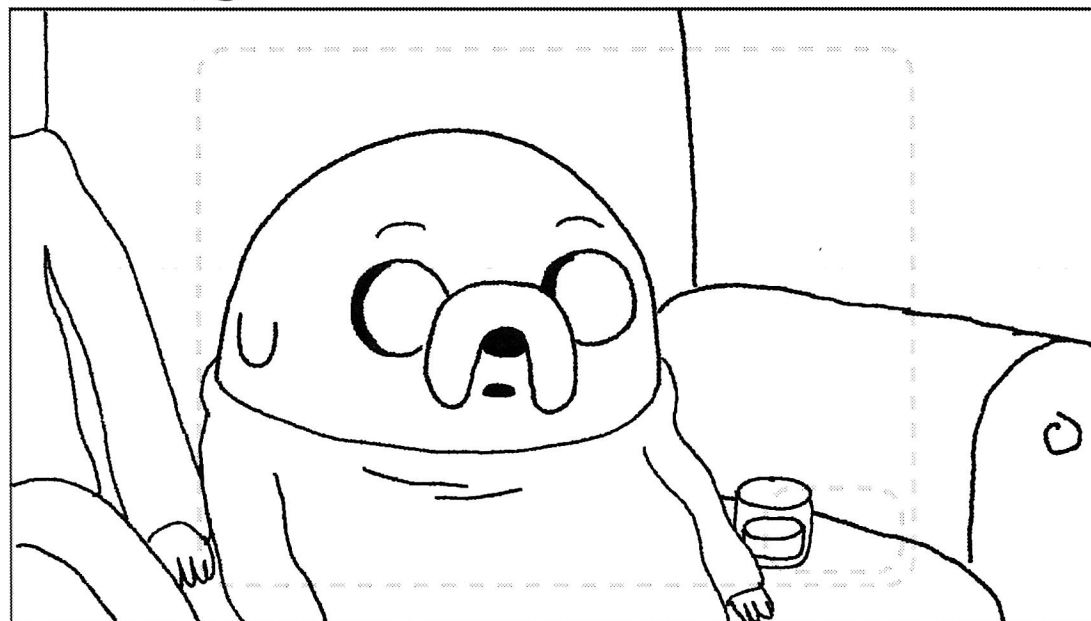


Page 19

Sc. 15 Pnl. D Bg. day night



Sc. 16 Pnl. A Bg. day night



Dialog:

(M) WHO, UH, " WANTS TO
PLAY VIDEO GAMES ? "

Action:

Timing:

1034-228

EPISODE #

Production :

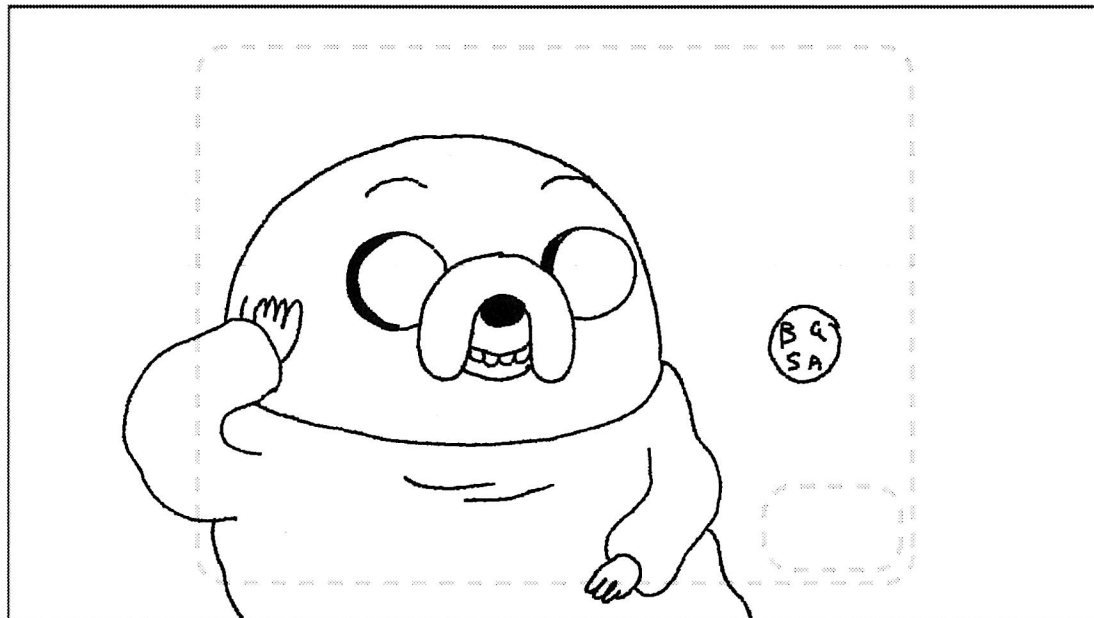
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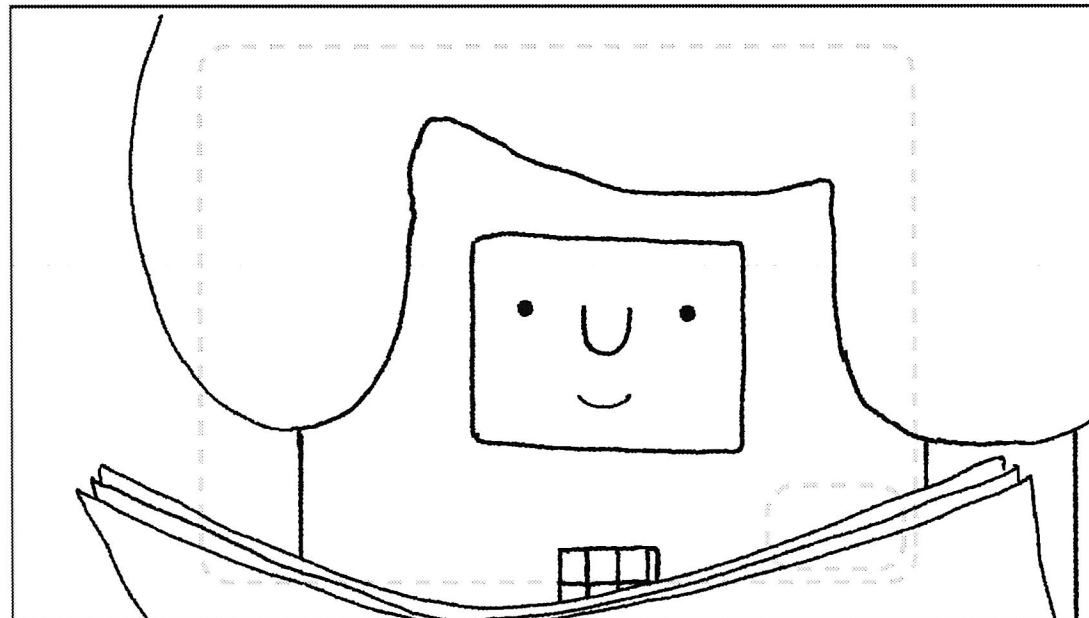


Page 20

Sc. 16 Pnl. B Bg. day night



Sc. 17 Pnl. A Bg. day night



Dialog:

✓ OH, YOU HAVE GAMES LIKE
BMO? LET'S DO THAT,

Action:

GWAMPA .

Timing:

EPISODE # 1034-228

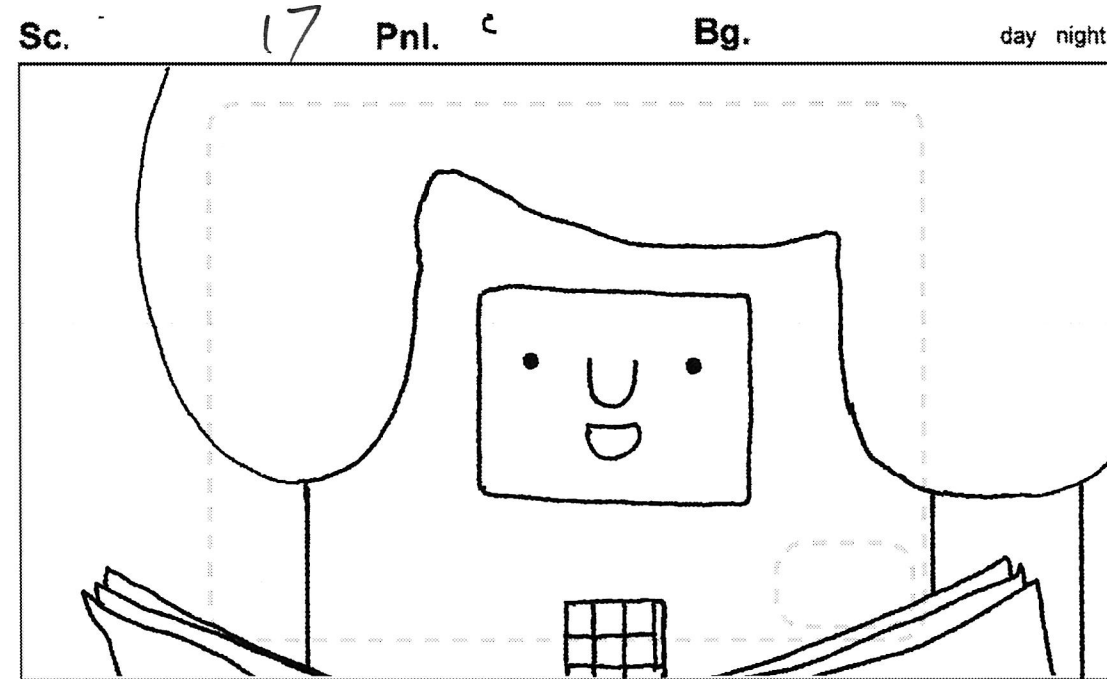
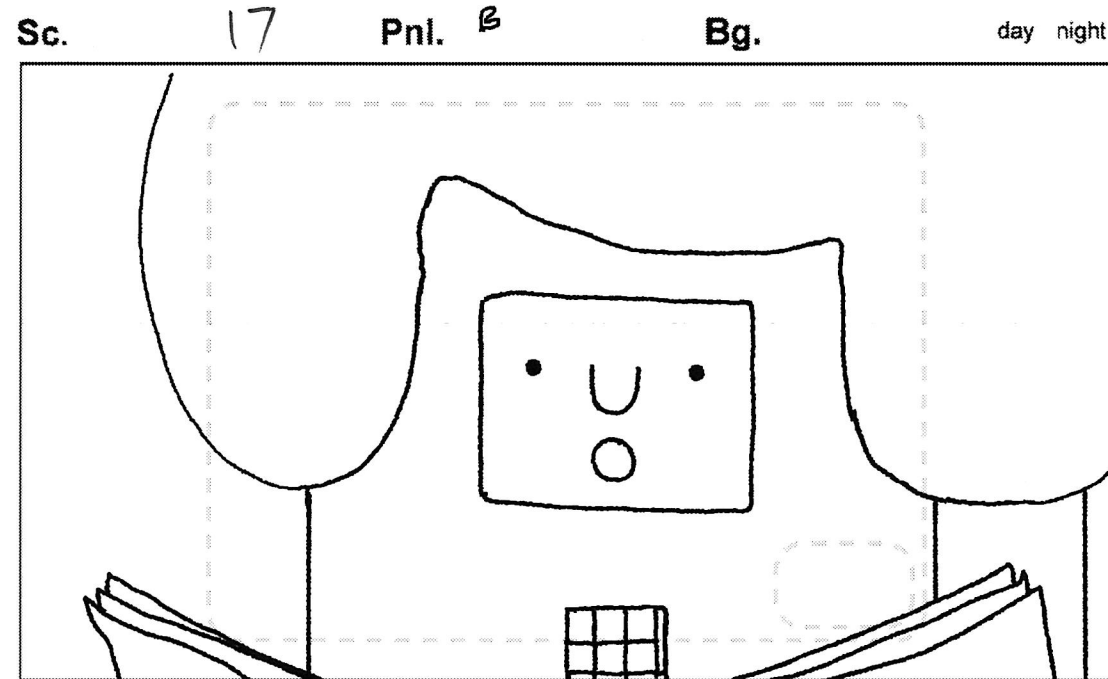
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ADVENTURE TIME



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Dialog:

Ⓜ/ HO! HO!

Ⓜ/ I HAVE ONE VIDEO GAME,

Action:

Timing:

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EPISODE #

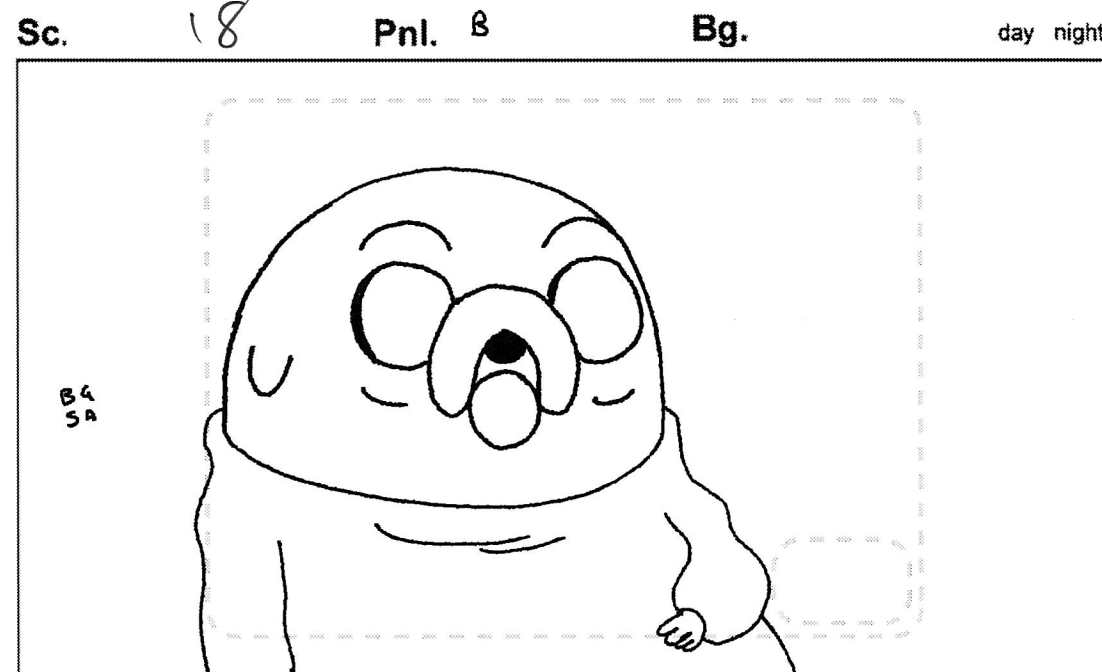
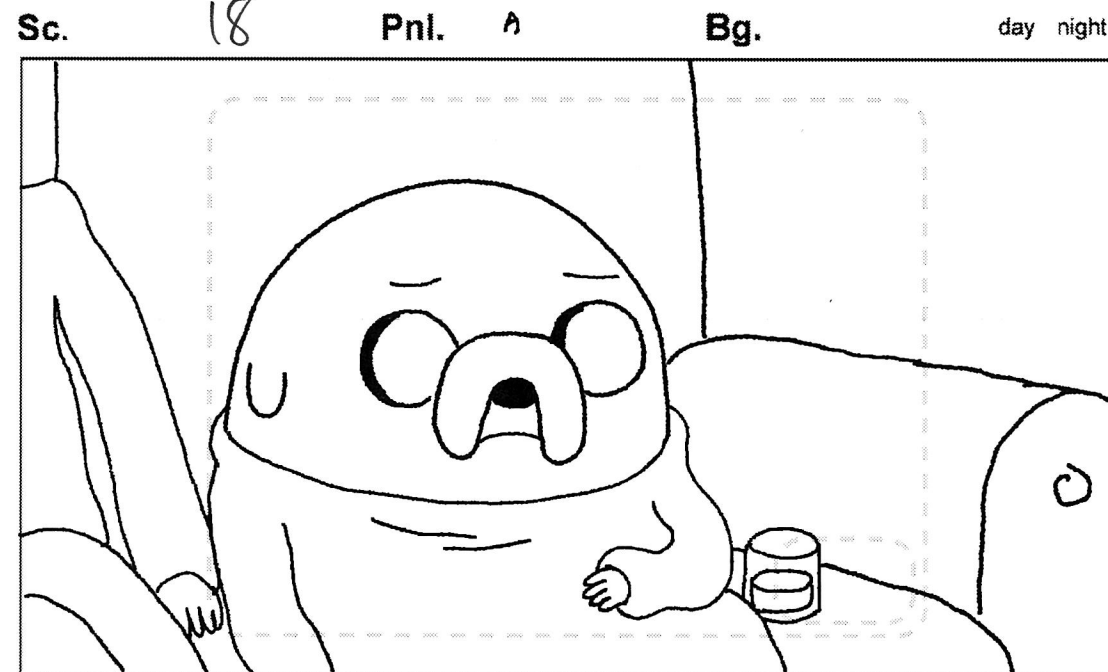
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ADVENTURE TIME



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Dialog:

(M) / (OS) (CONT) IT'S CALLED
"HANG MAN."

(J) = GASP =

Action:

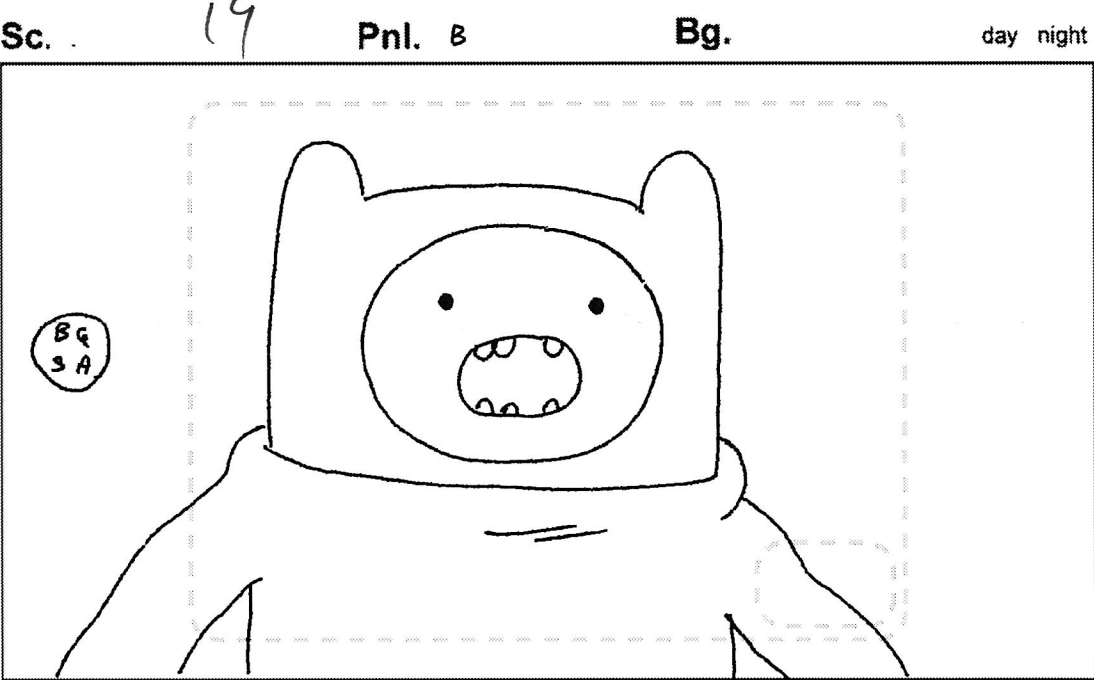
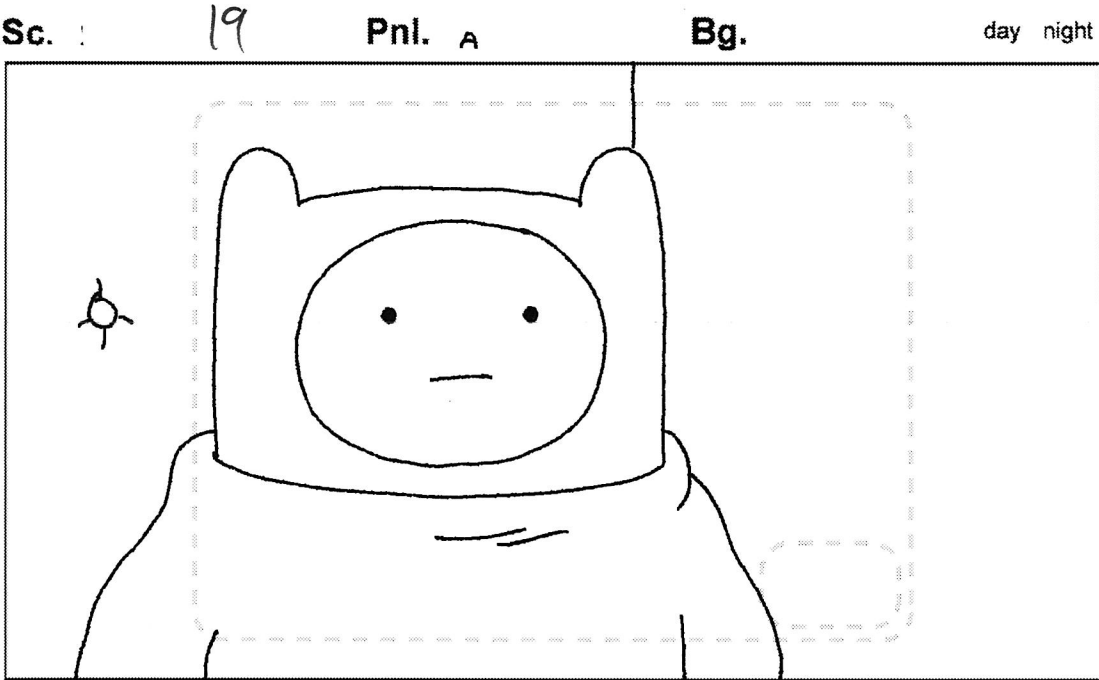
Timing:

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Production :

ADVENTURE TIME



Dialog:

Ⓕ HANG MAN!?
THAT SOUNDS
GRIZ AS NUTS!

Action:

Timing:

EPISODE # 1034-228
Production :

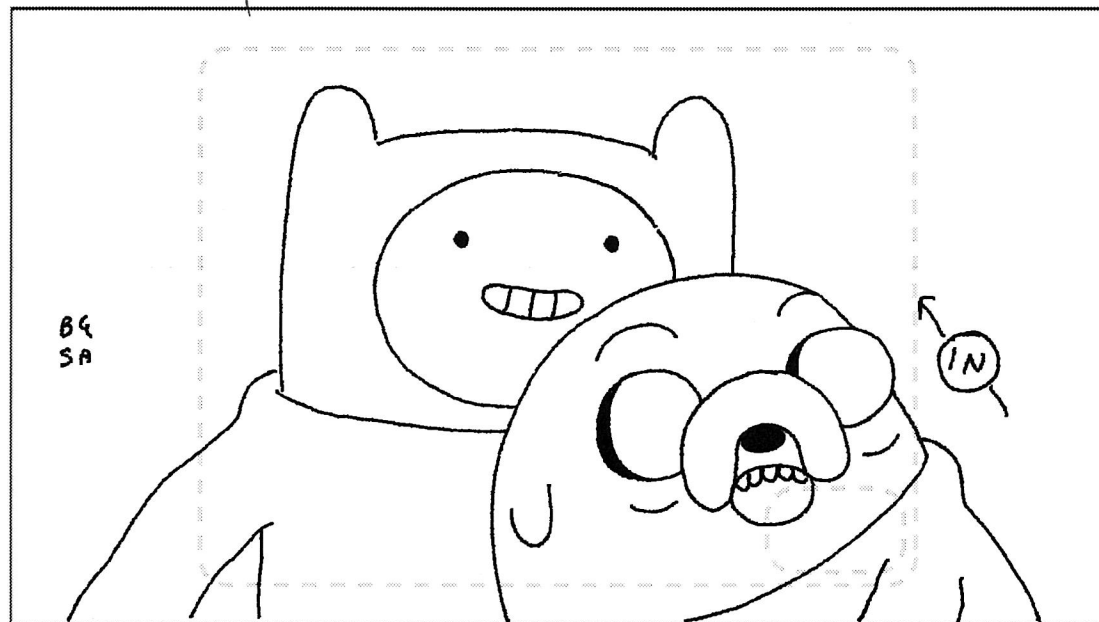
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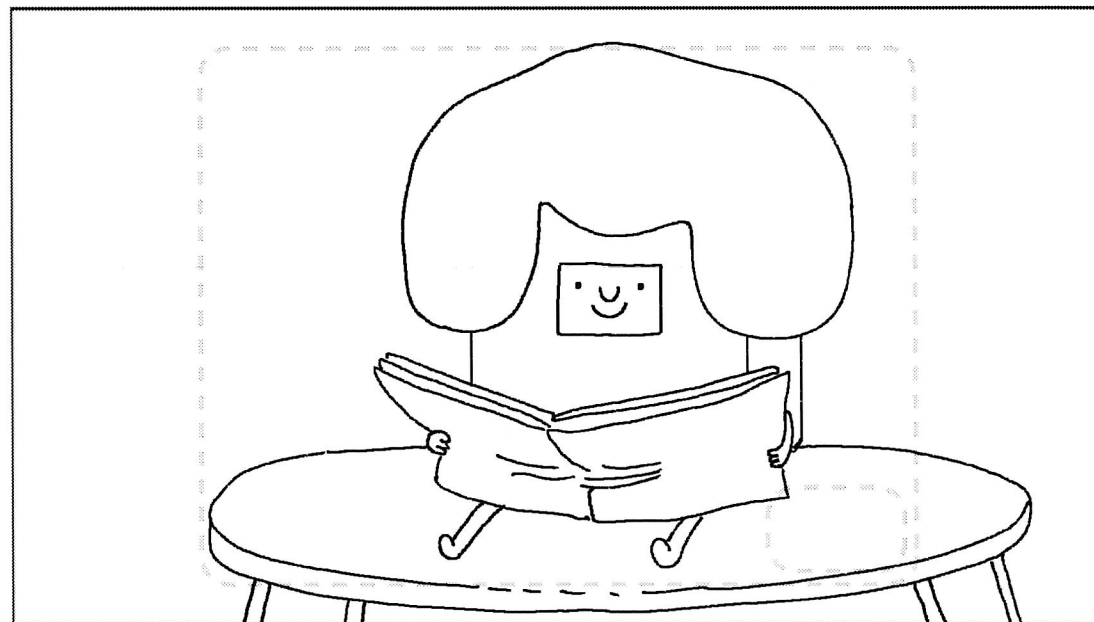


Page 24

Sc. 19 Pnl. C Bg. day night



Sc. 20 Pnl. A Bg. day night



Dialog:

U YEAH, LETS PLAY HANG -
A- MAN. I WANT TO HANG

Action:

A MAN.'

Timing:

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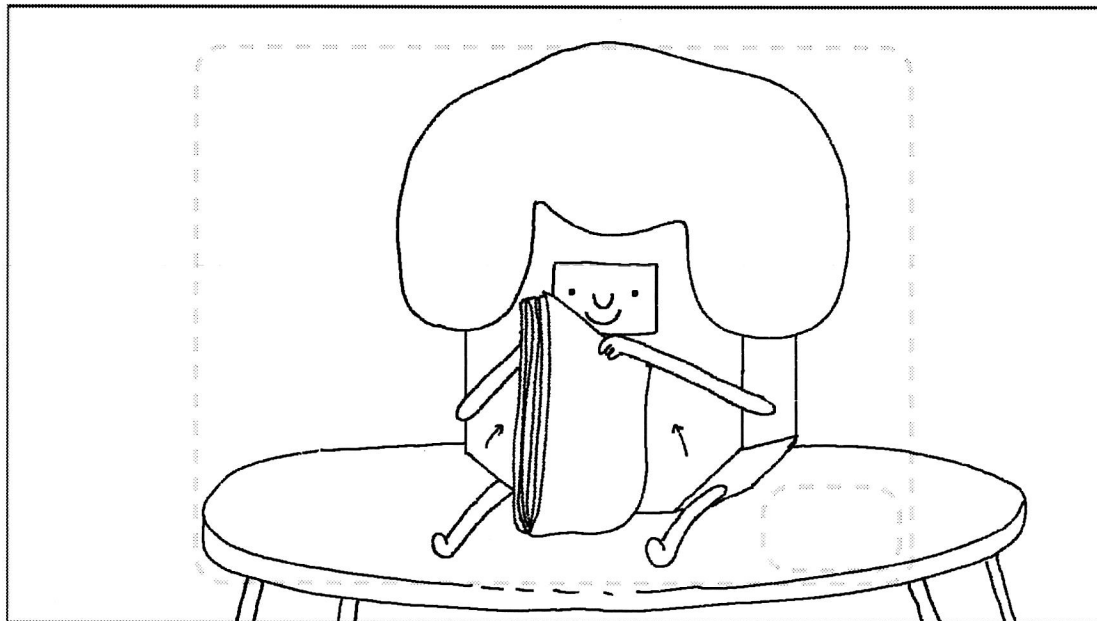
Production :

ADVENTURE TIME

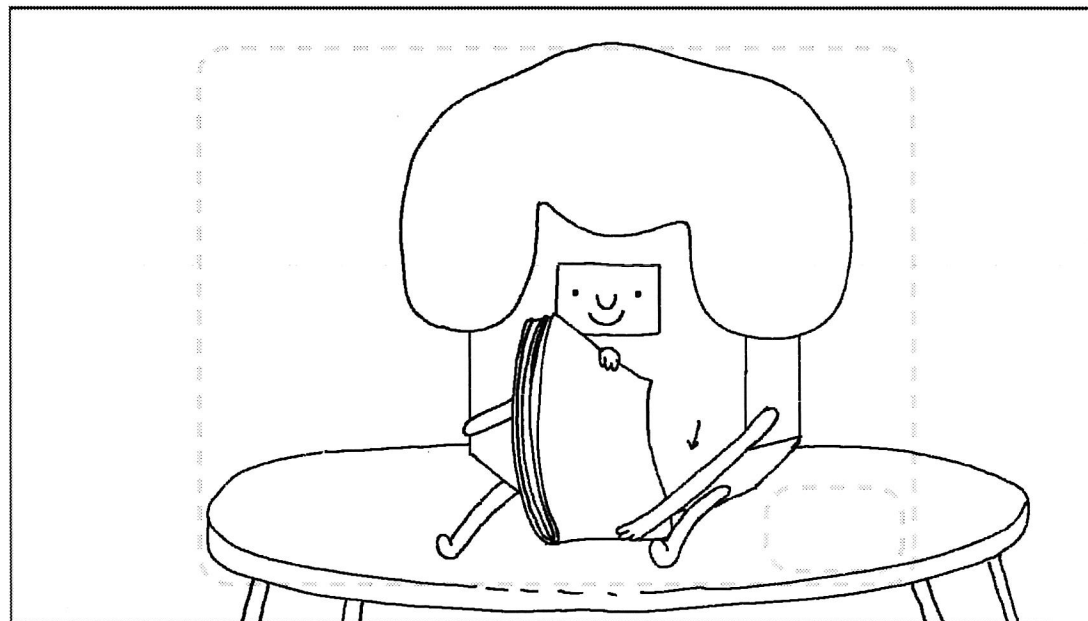


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Page _____

Sc. 20 Pnl. B Bg. day night



Sc. 20 Pnl. C Bg. day night



Dialog:

Action:

Timing:

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Production :

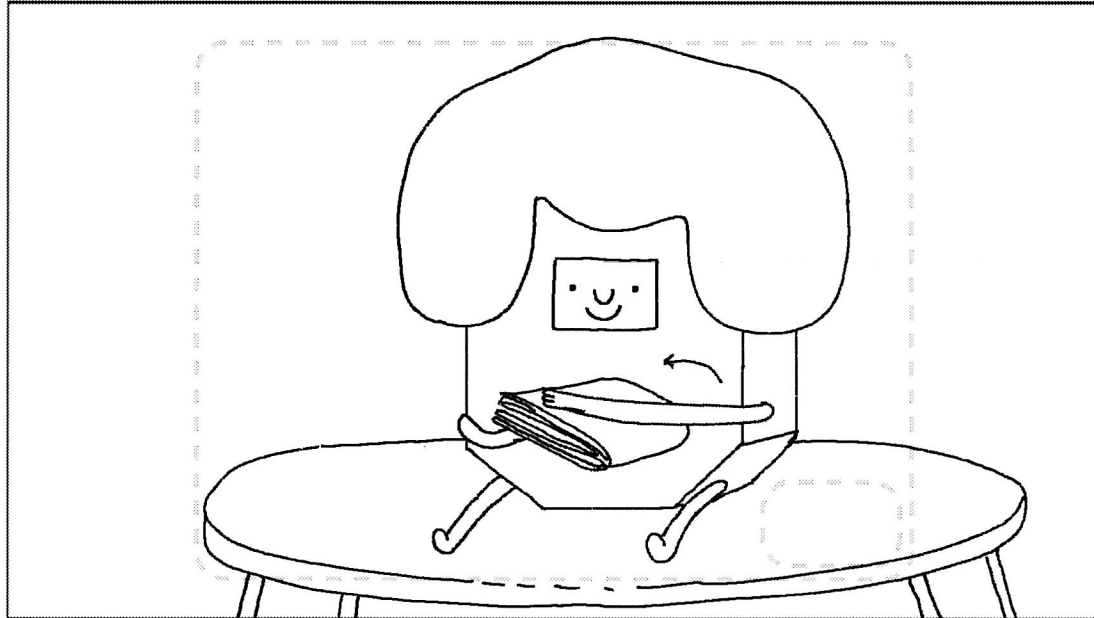
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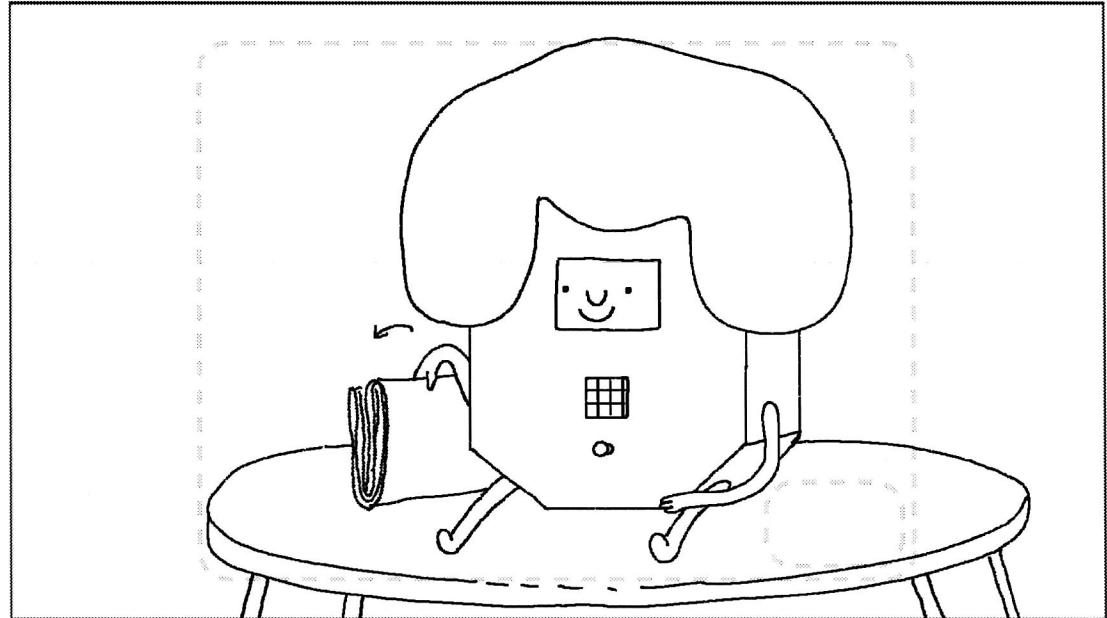


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Sc. 20 Pnl. D Bg. day night



Sc. 20 Pnl. E Bg. day night



Dialog:

Action:

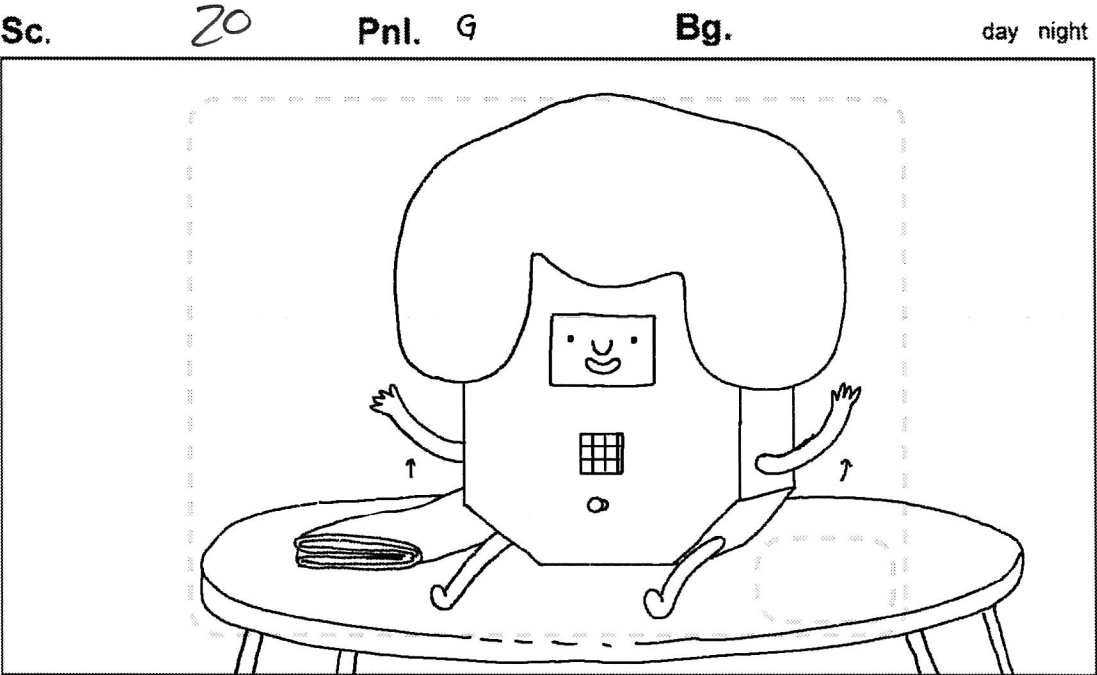
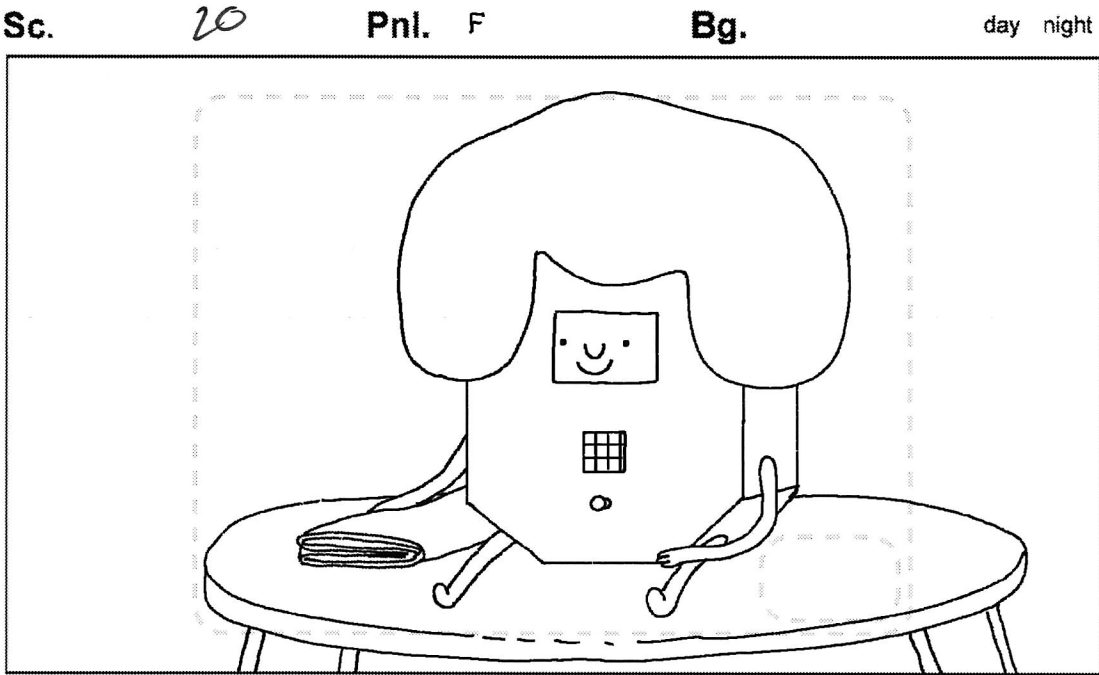
Timing:

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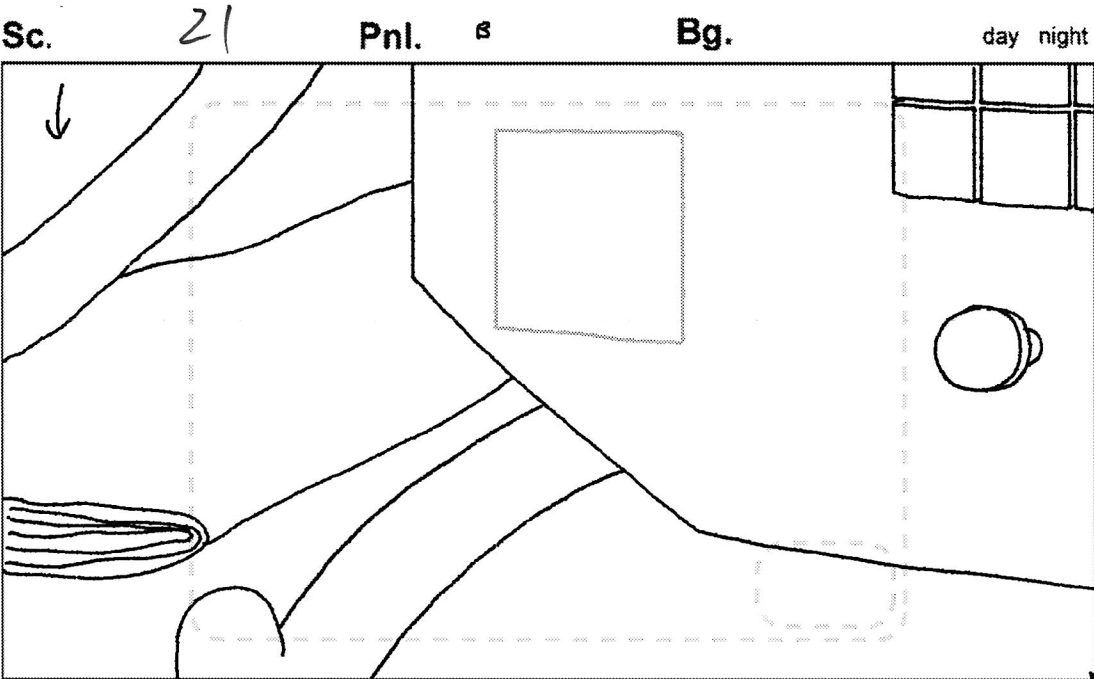
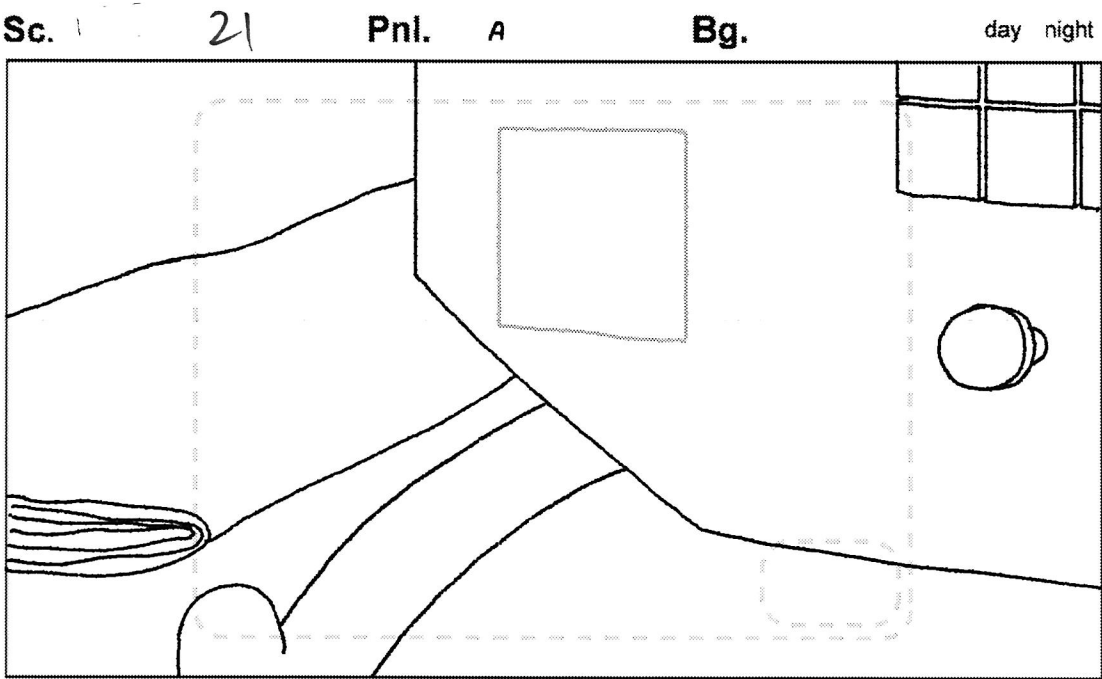
Production :

ADVENTURE TIME



Dialog:	Ⓜ HEH HEH, COMIN' RIGHT UP!
Action:	
Timing:	

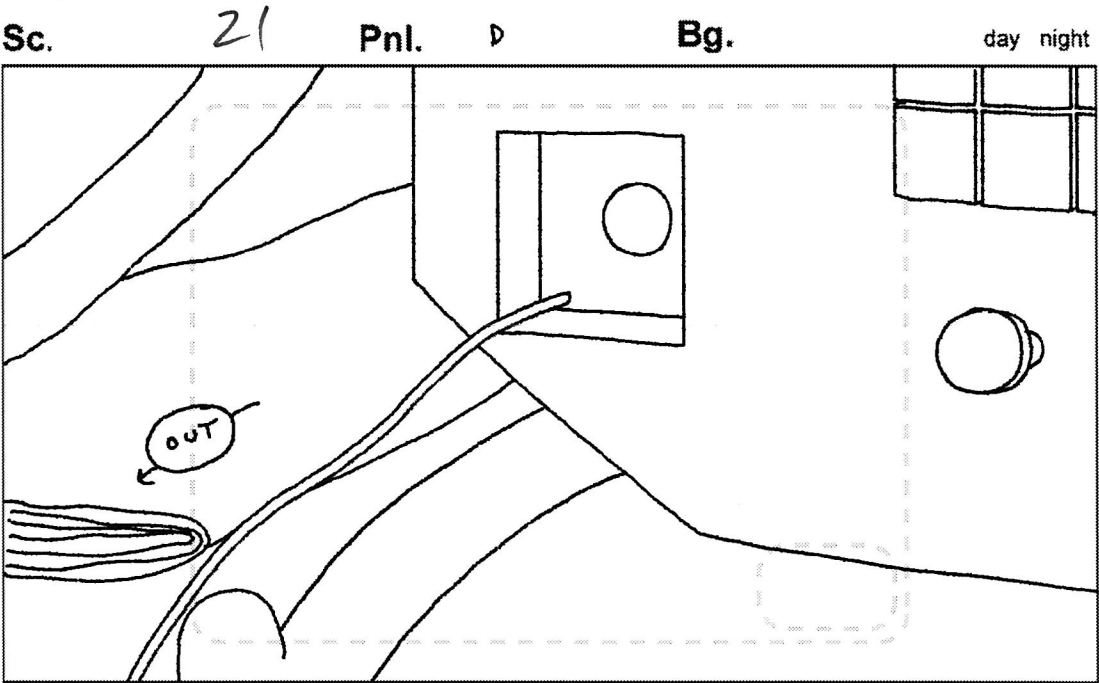
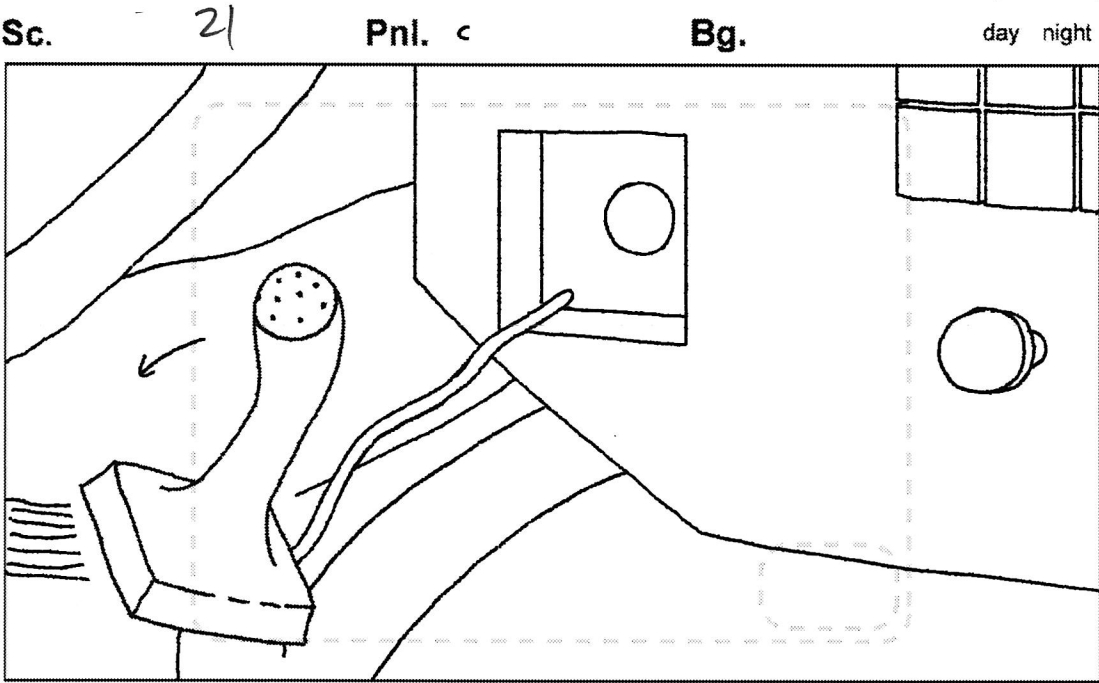
ADVENTURE TIME



Dialog:
Action:
Timing:

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ADVENTURE TIME



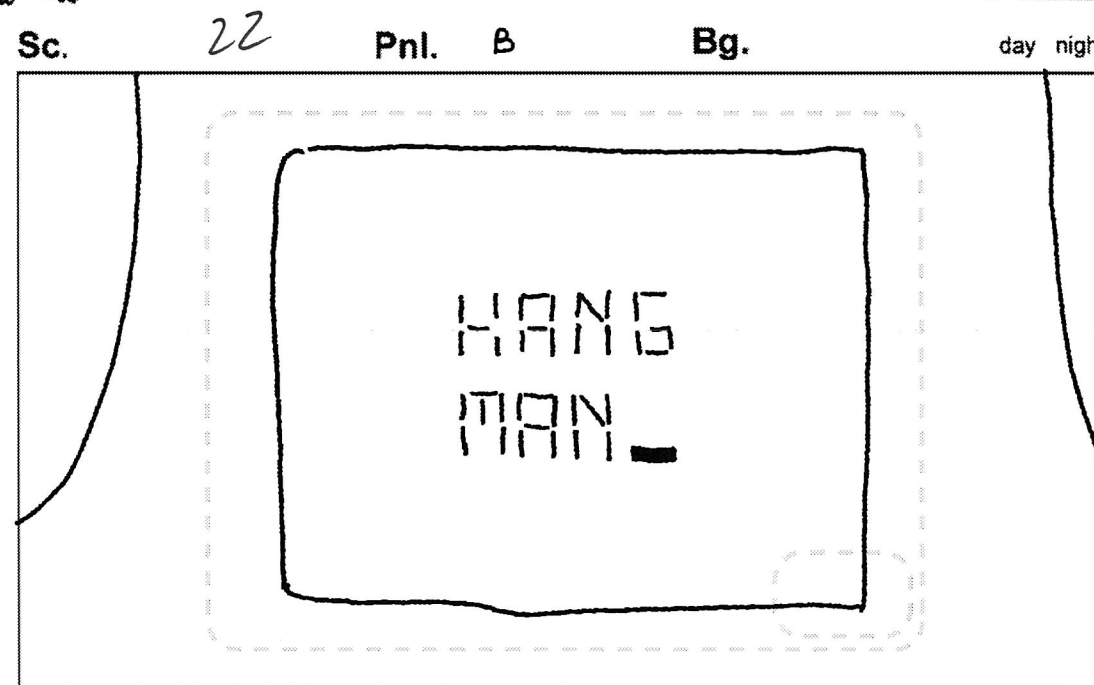
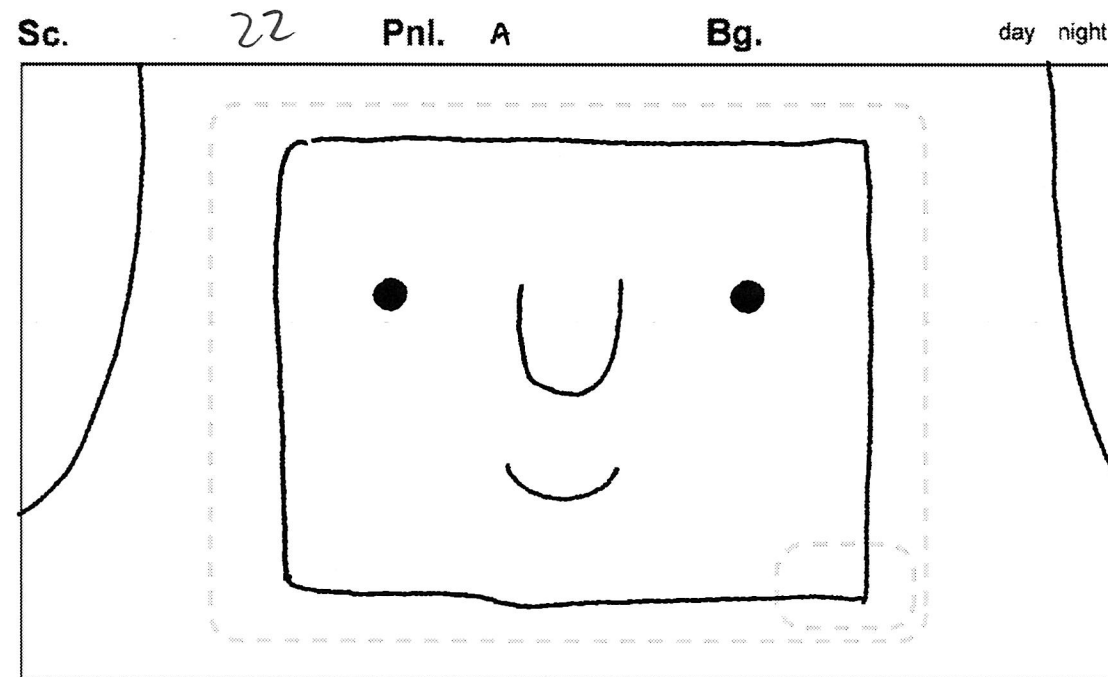
Dialog:
Action: <p>MIC POPS OUT.</p>
Timing:

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ADVENTURE TIME



Page 30



Dialog:



Action:

Timing:

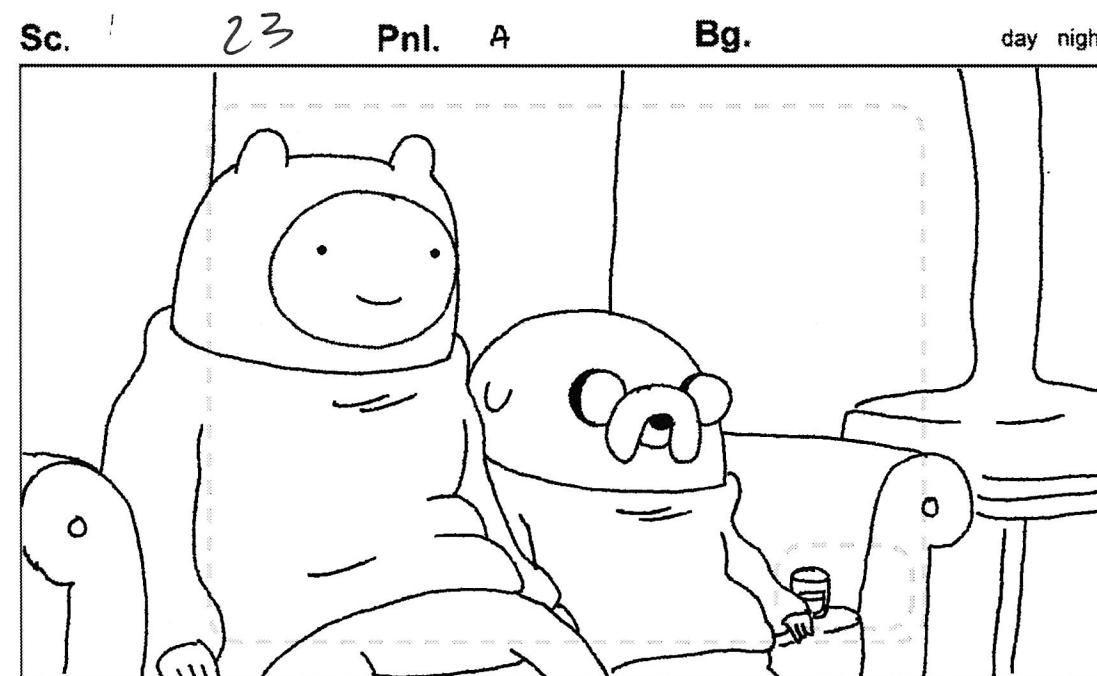
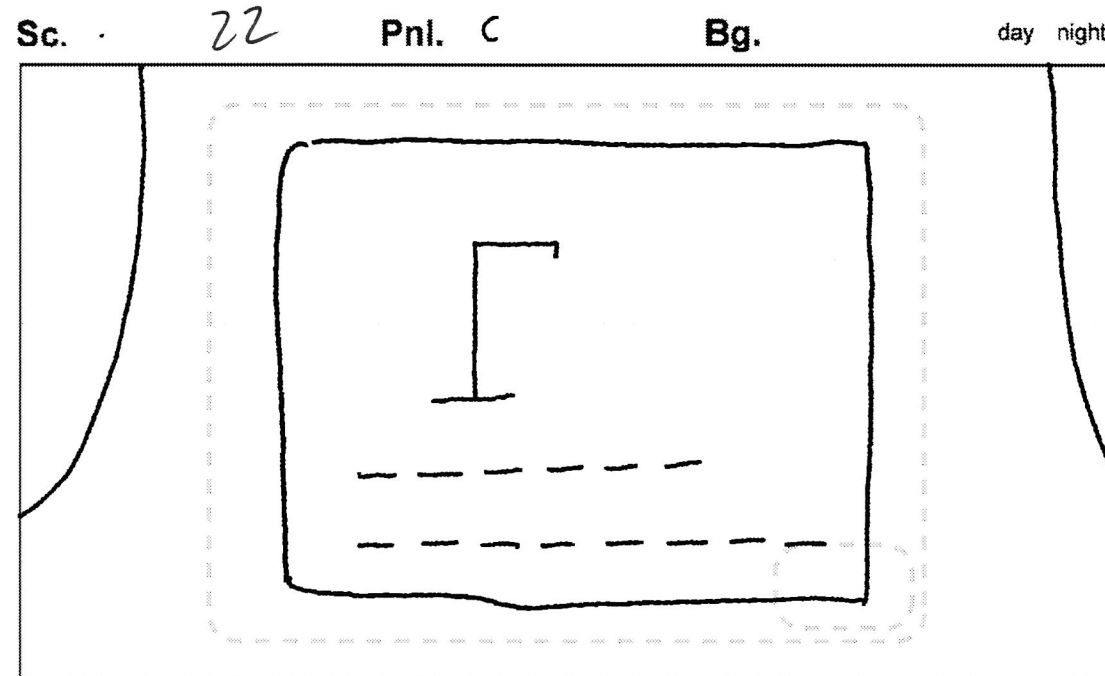
EPISODE # 1034-228

Production :

ADVENTURE TIME



Page 31



Dialog:

(M) PICK A LETTER!

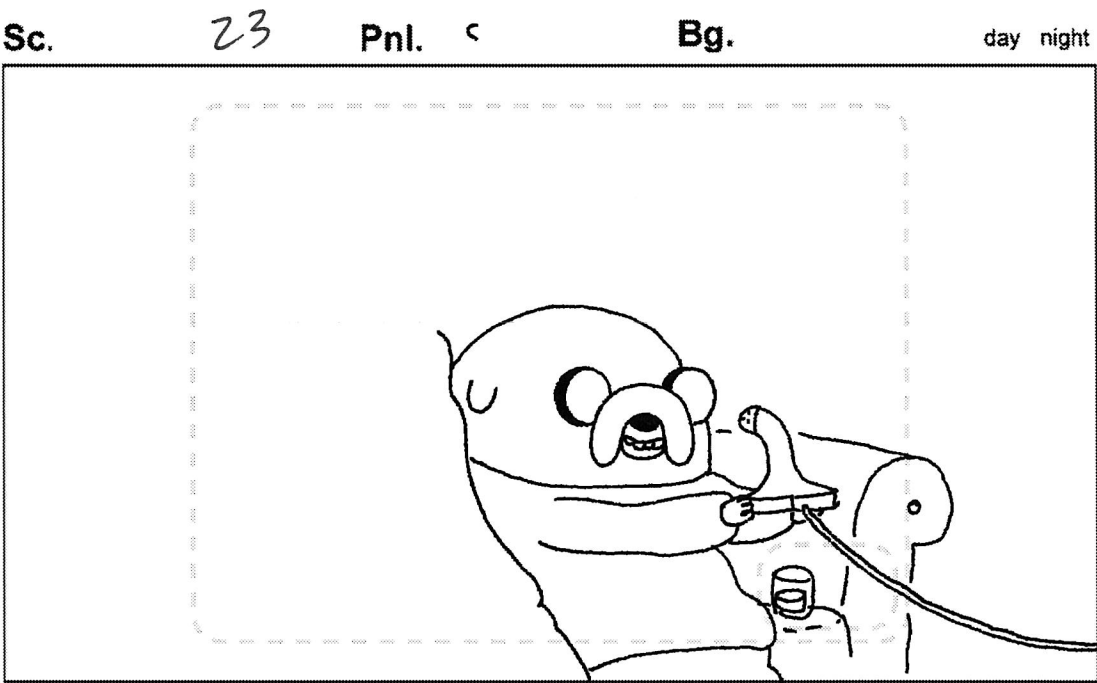
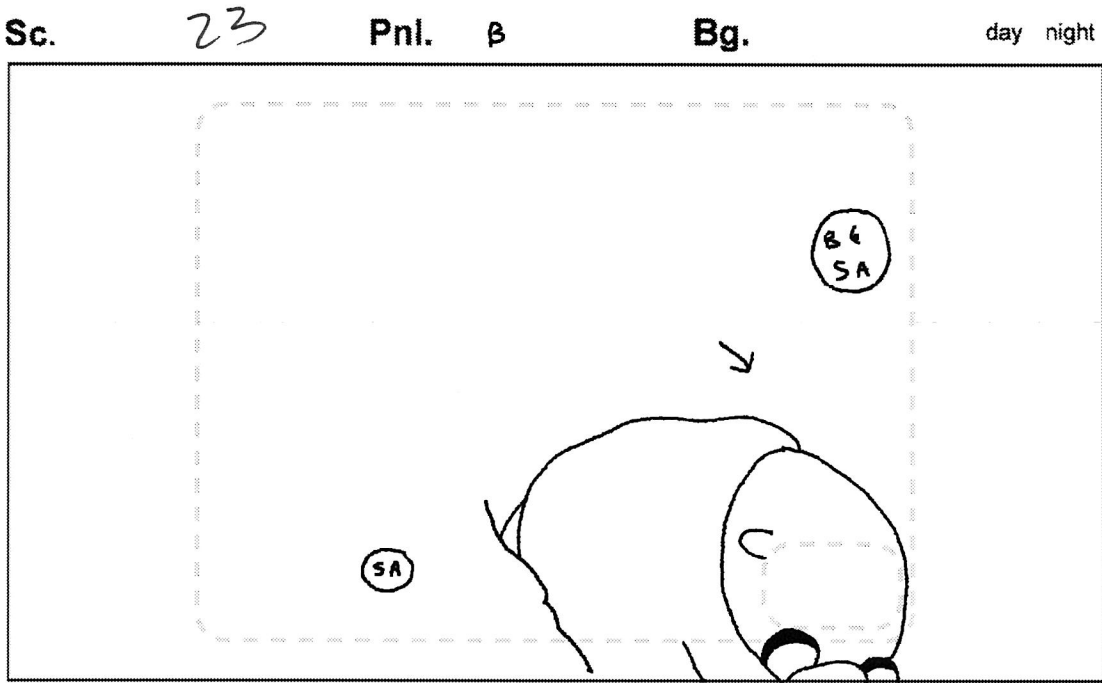
Action:

Timing:

EPISODE # 1034-228

Production :

ADVENTURE TIME



Dialog:	Q SHOW US WHAT YOU DID, HANG MAN!
Action:	
Timing:	

ADVENTURE TIME



33

Page _____

Sc. 24 Pnl. A Bg. day night

Sc. 24 Pnl. B Bg. day night

Dialog:
(SFX) / = BUZZ =
Action:
Timing:

EPISODE # 1034-228

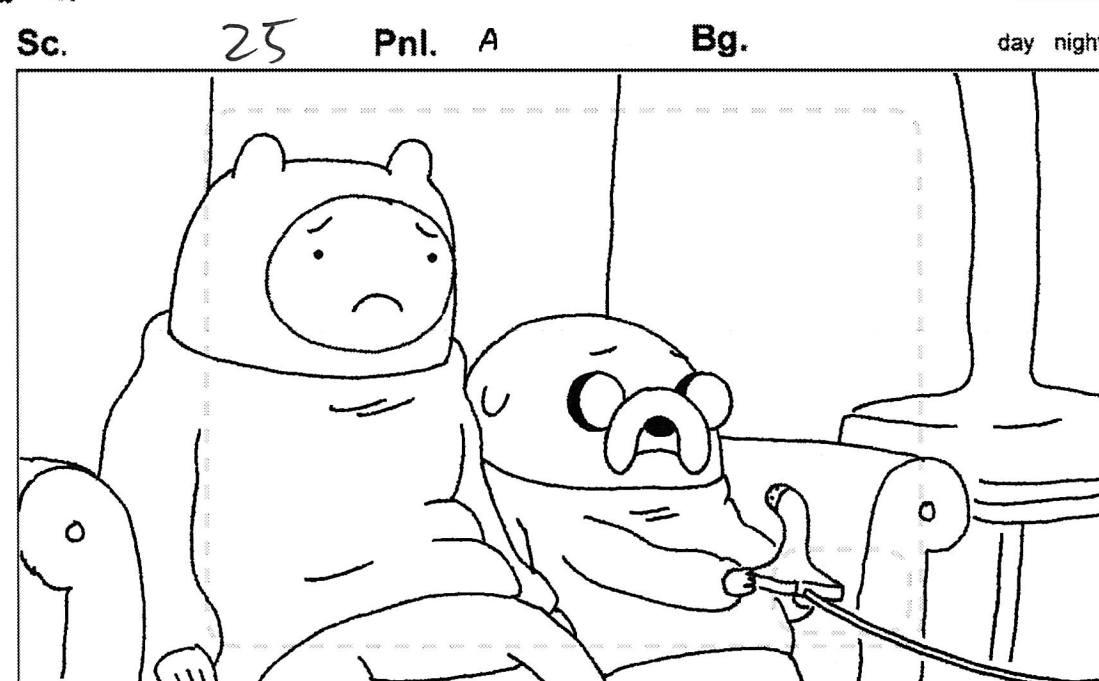
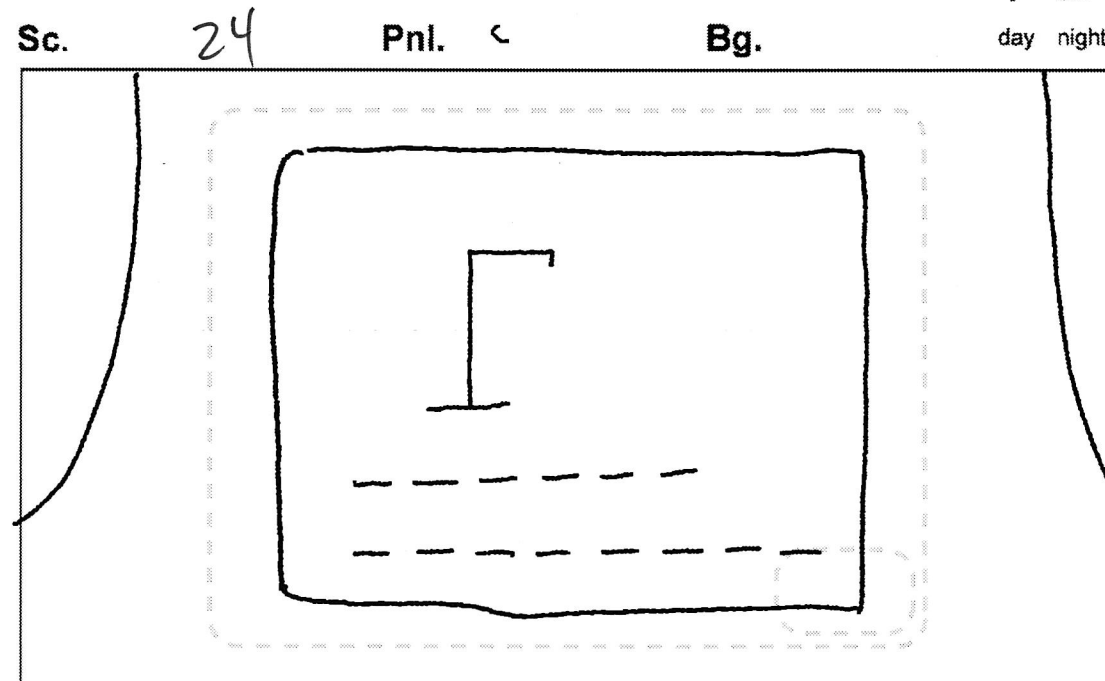
Production :

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ADVENTURE TIME



Page 34



Dialog:
(M) PICK A LETTER!
Action:
Timing:

1034-228

EPISODE #

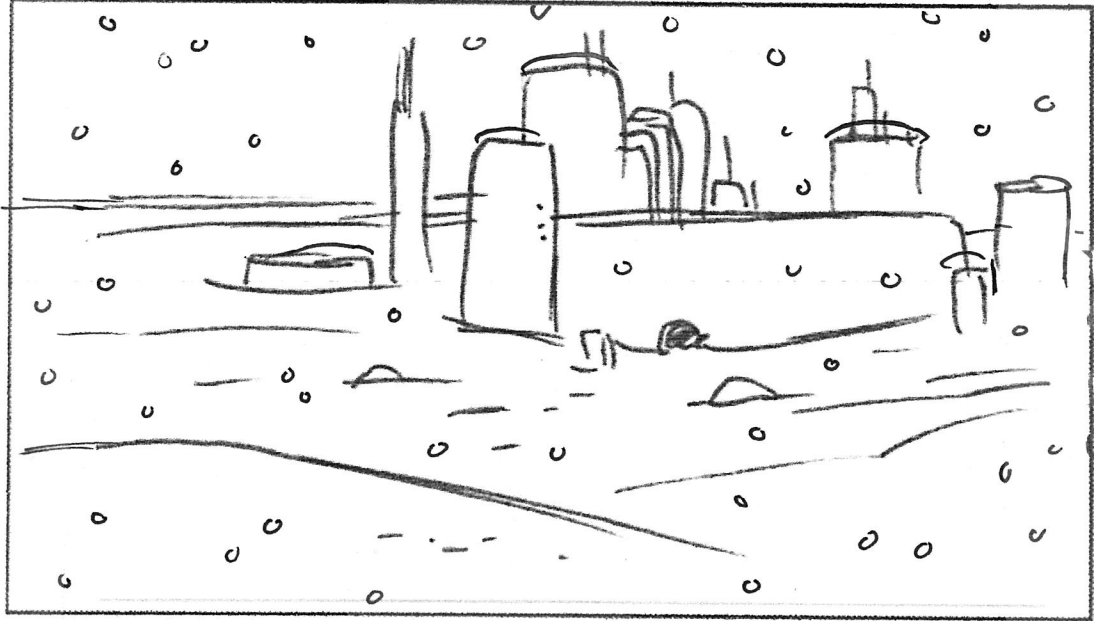
Production :

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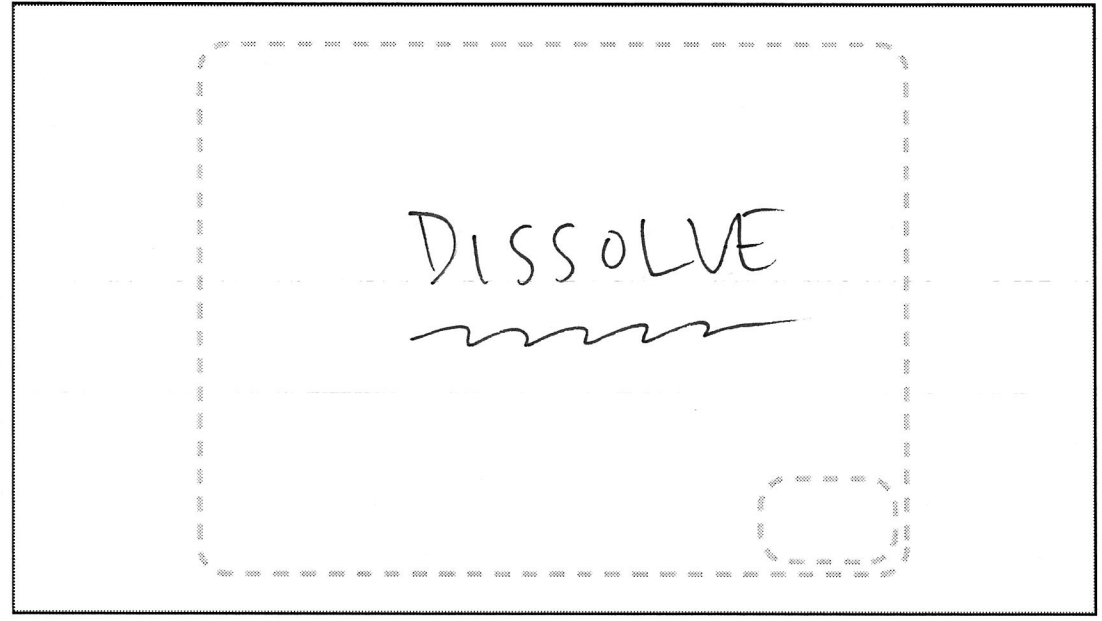
ADVENTURE TIME



Sc. 26 Pnl. A Bg. day night



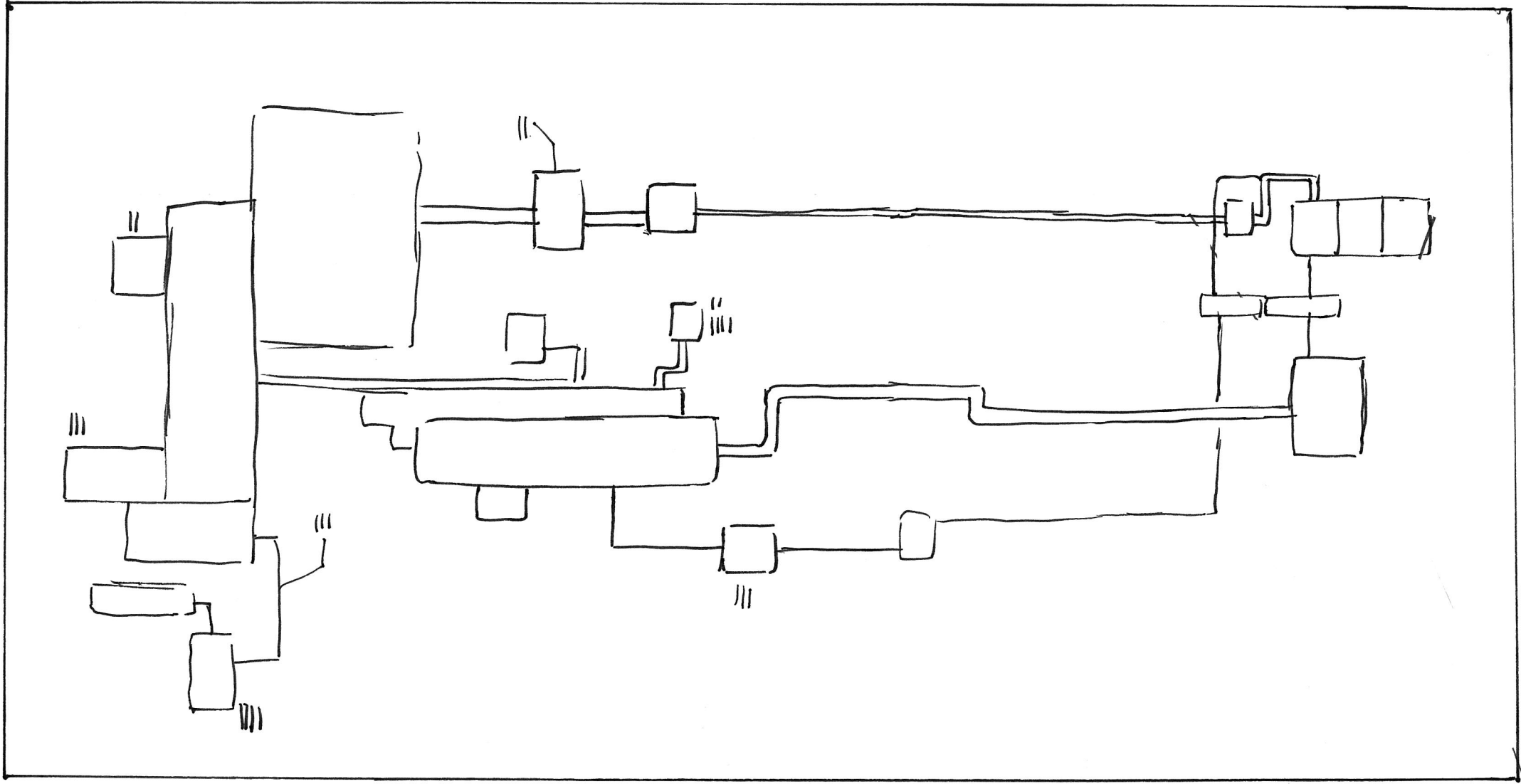
Sc. Pnl. Bg. day night



Dialog:
<u>BM (VO)</u> But ALLMO, I don't understand ... how can I help, I mean, →
Action:
Timing:

Production :
EPISODE # 1034-228

Sc. 27 Pnl. A Bg.



①
PAN →

②
DRIFT
IN

BMo: → I'm just a little baby kid still...

42

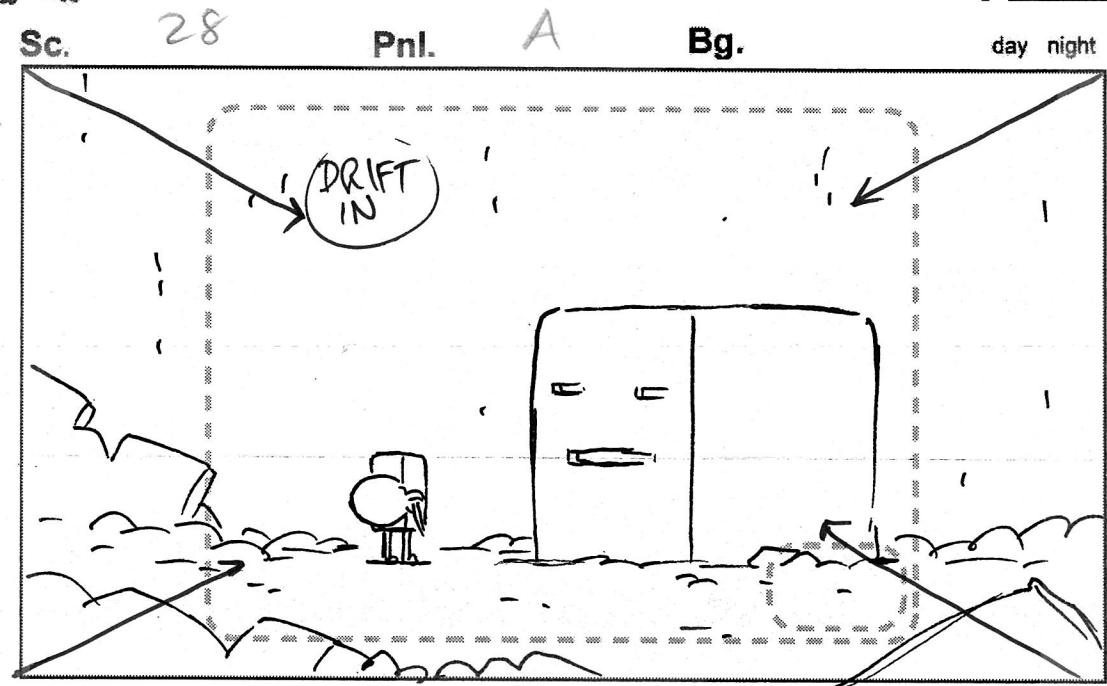
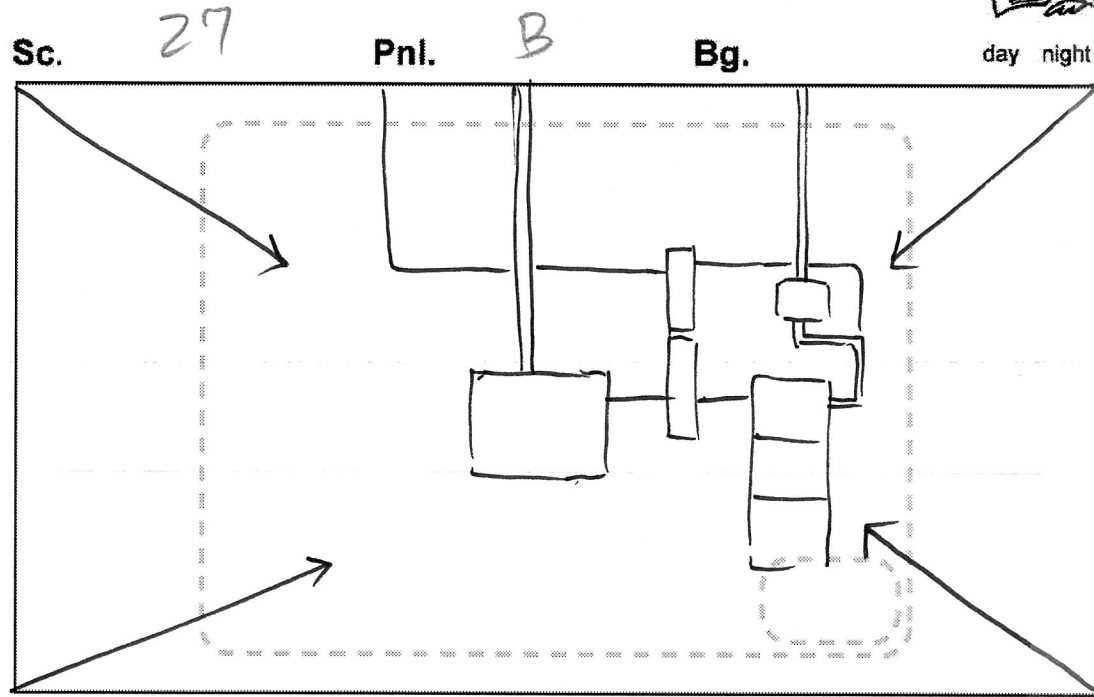
1034-228

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ADVENTURE TIME



Page 37



Dialog:

ALLMO: Vo Well, I don't know about that...

ALLMO: But I do know about your special mind...

Action:

Timing:

1034-228

EPISODE #

43

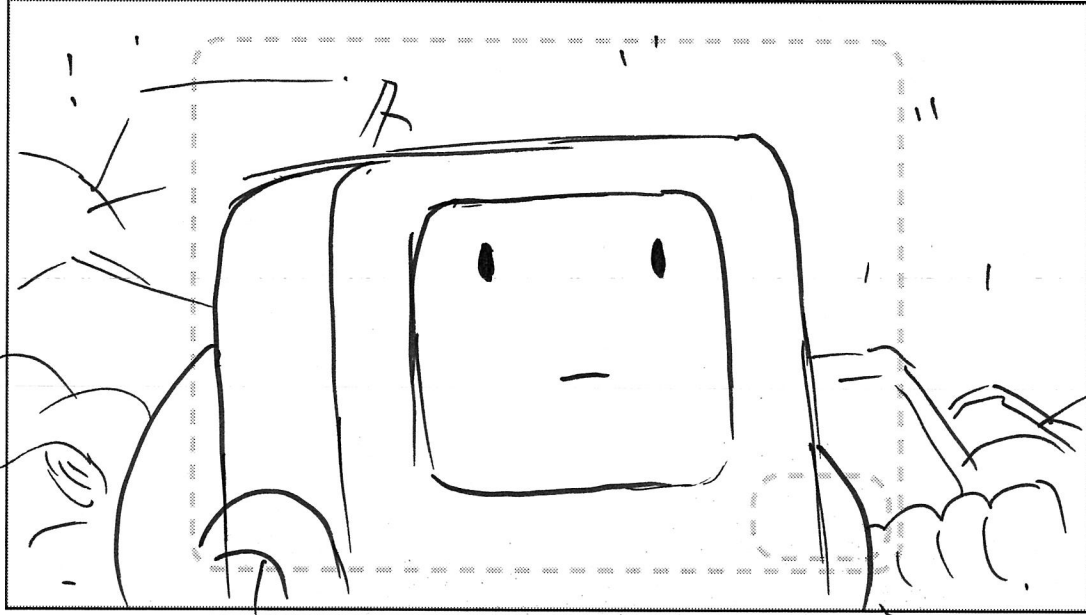
Production :

ADVENTURE TIME

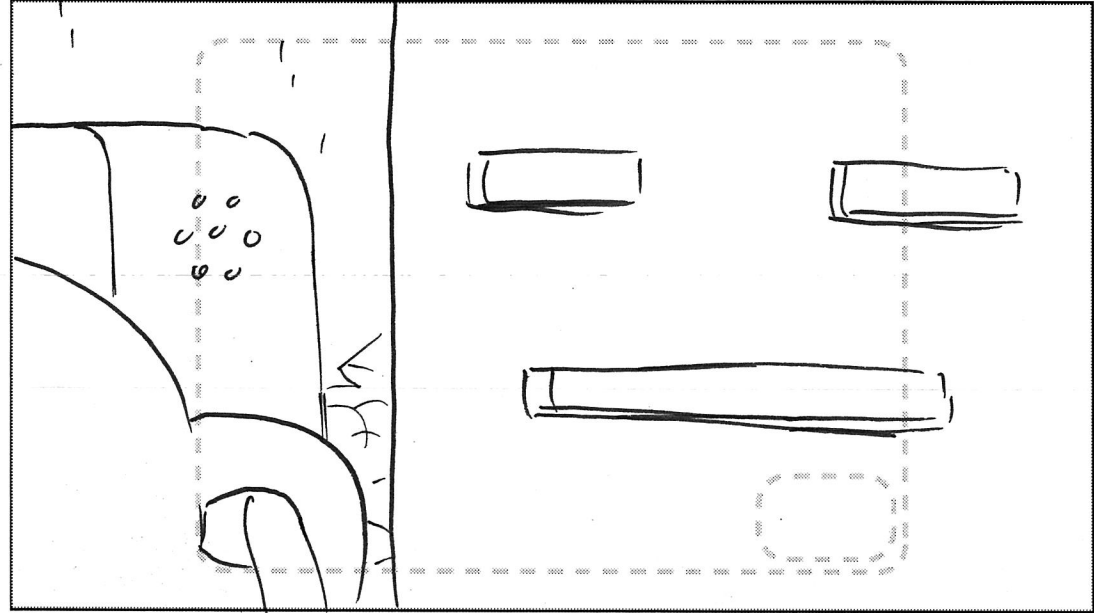


Page 38

Sc. 29 Pnl. A Bg. day night



Sc. 30 Pnl. A Bg. day night



Dialog:

ALLMO: You see, as the accumulation
GS of all MOS, my computing
power is unmatched, →

Action:

Timing:

ALLMO: Yet still, I lack the
IMAGINATION to think
outside my collective programming.

EPISODE #

Production :

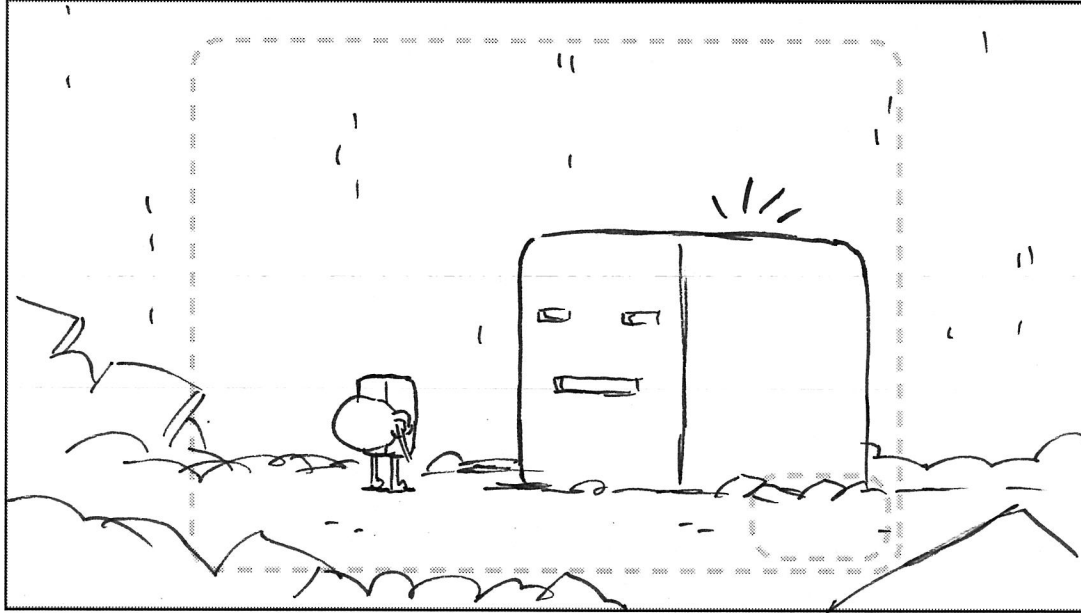
1034-228

ADVENTURE TIME

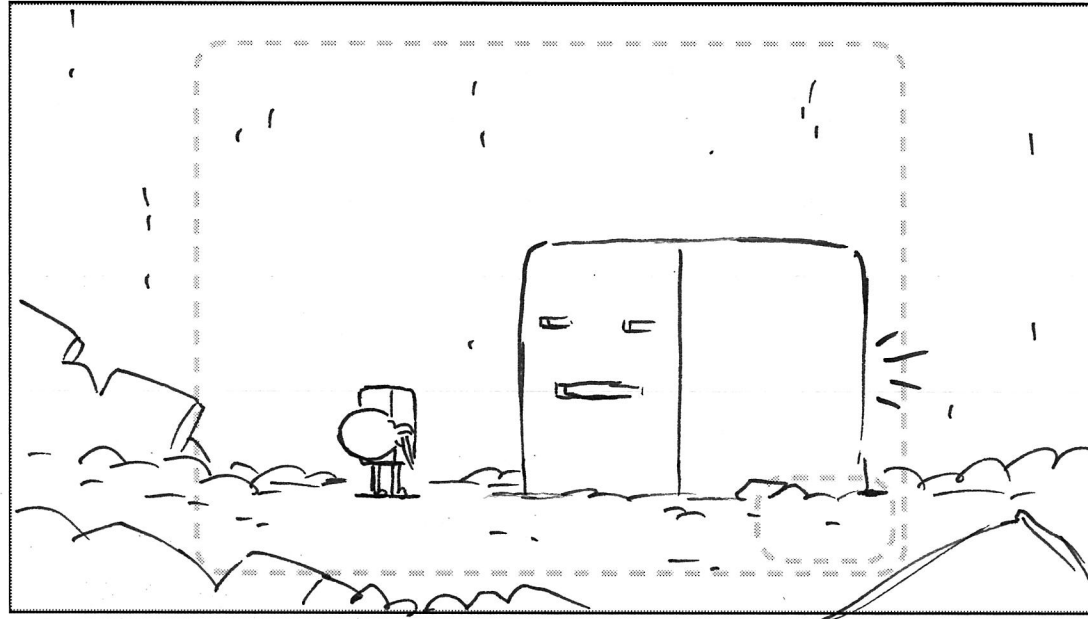


Page 39

Sc. 31 Pnl. A Bg. day night



Sc. 31 Pnl. B Bg. day night



Dialog:	<u>FLUSH:</u> <u>MO</u> I just flush toilets.	<u>UNFLUSH:</u> <u>MO</u> And I unflush them.
Action:	- voices emanate from within ALLMO's body	
Timing:		

EPISODE #

Production :

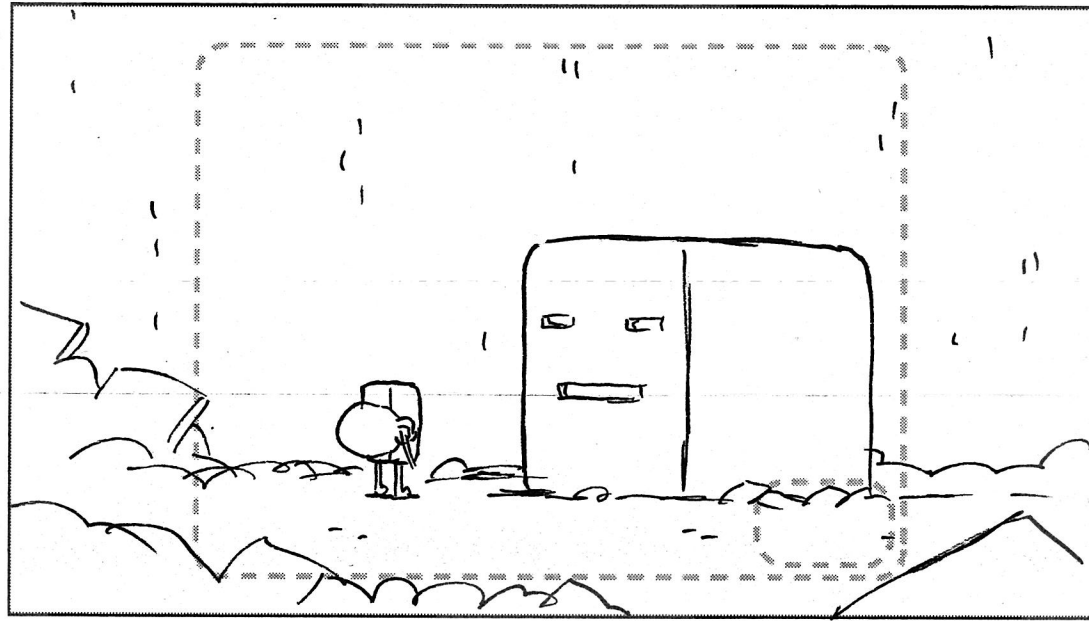
1034-228

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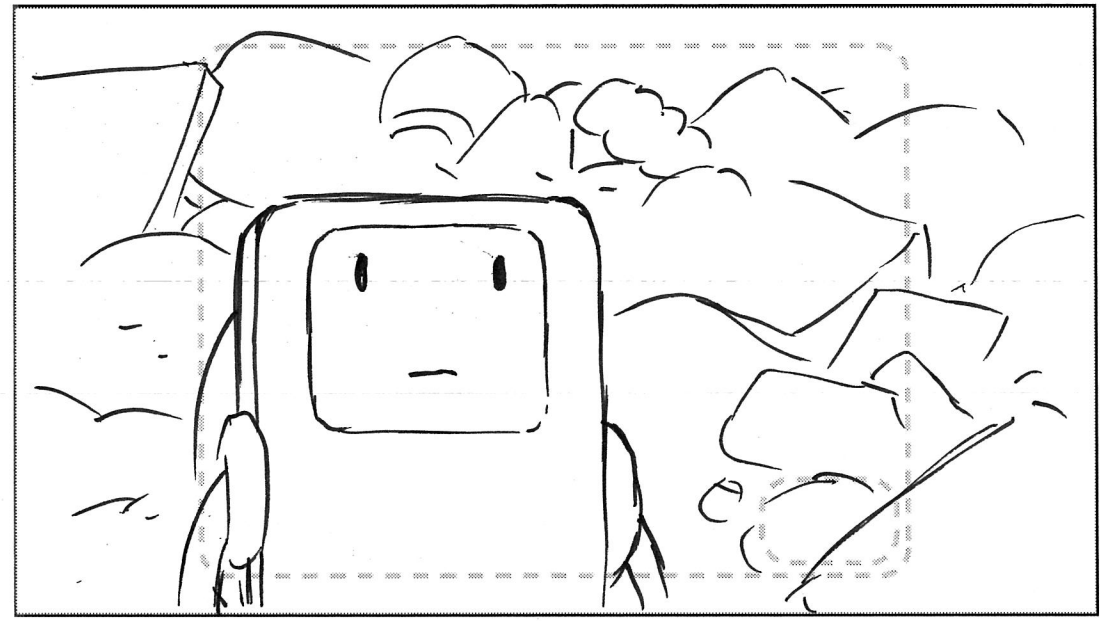
ADVENTURE TIME



Sc. 31 Pnl. C Bg. day night



Sc. 32 Pnl. A Bg. day night



Dialog:	
<p>(ALLMO:) I can only see the world as it is.</p>	<p>(ALLMO) OS But your imagination BMO,</p>
Action:	
Timing:	

EPISODE # 1034-228
Production :

ADVENTURE TIME



Page 41

Sc.

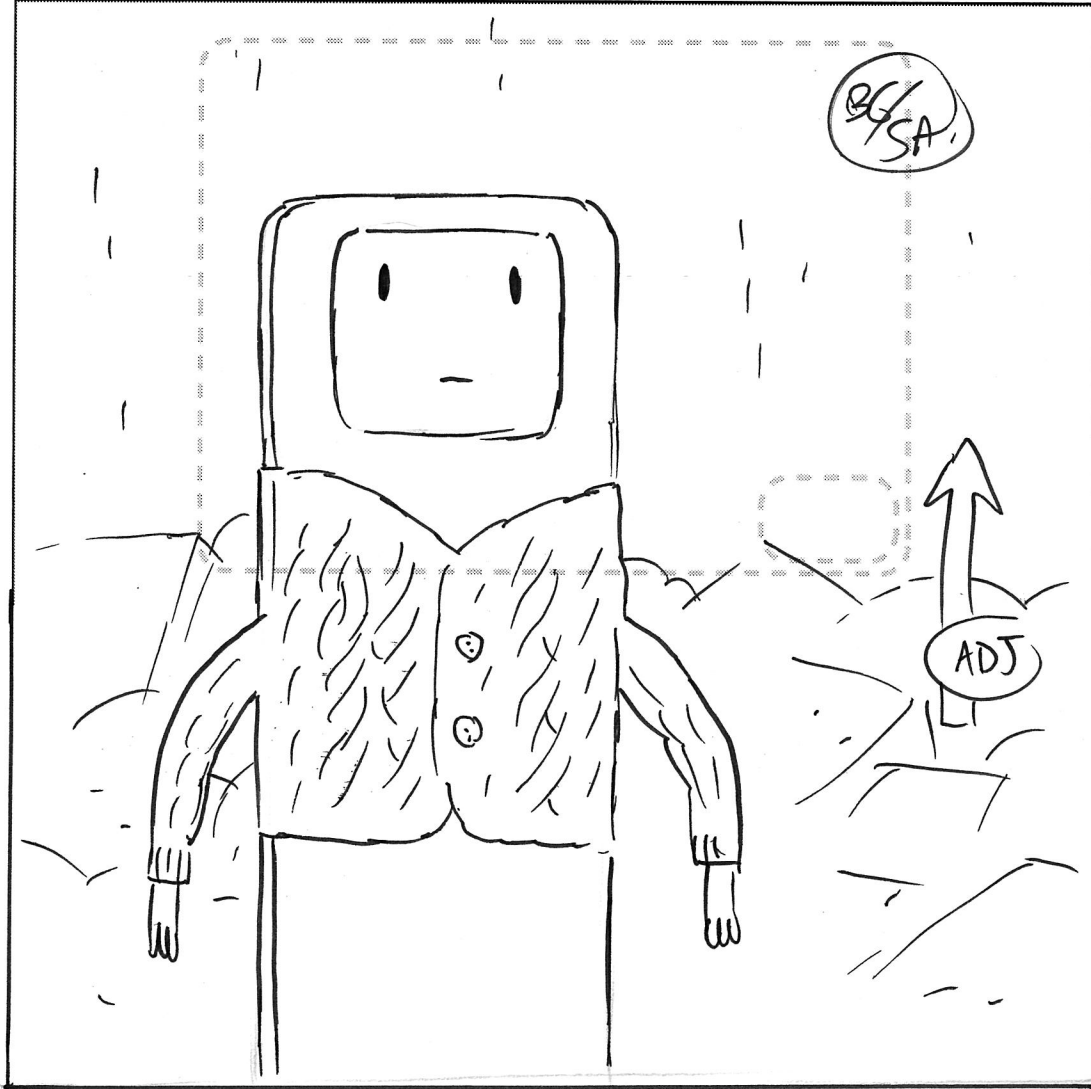
32

Pnl.

B

Bg.

day night



Dialog:

ALLMO: Lets you see the world
how it COULD be, →

Action:

Timing:

EPISODE #

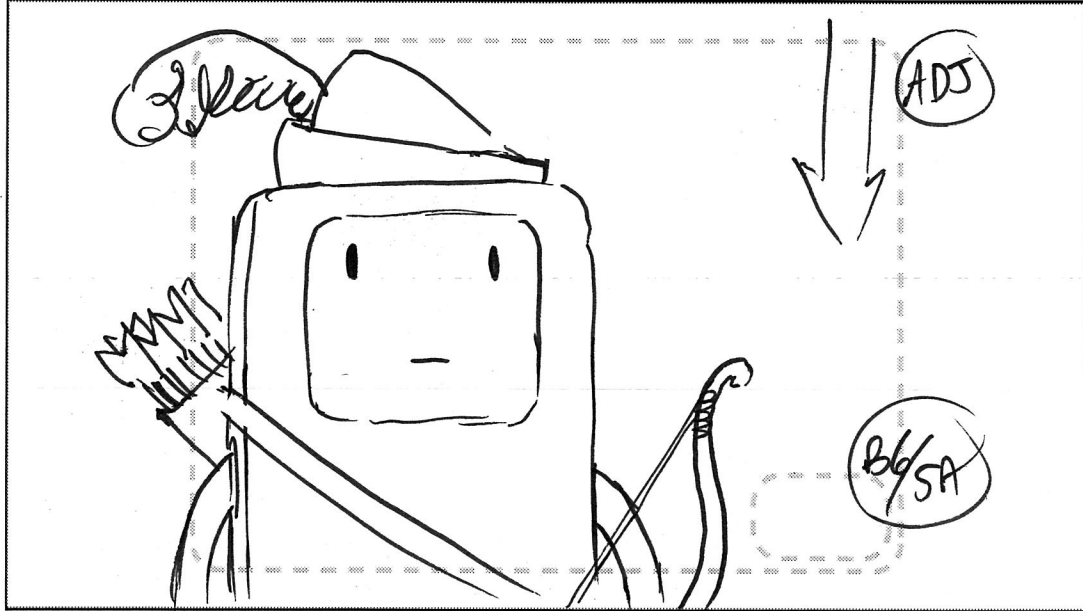
Production :

1034-228

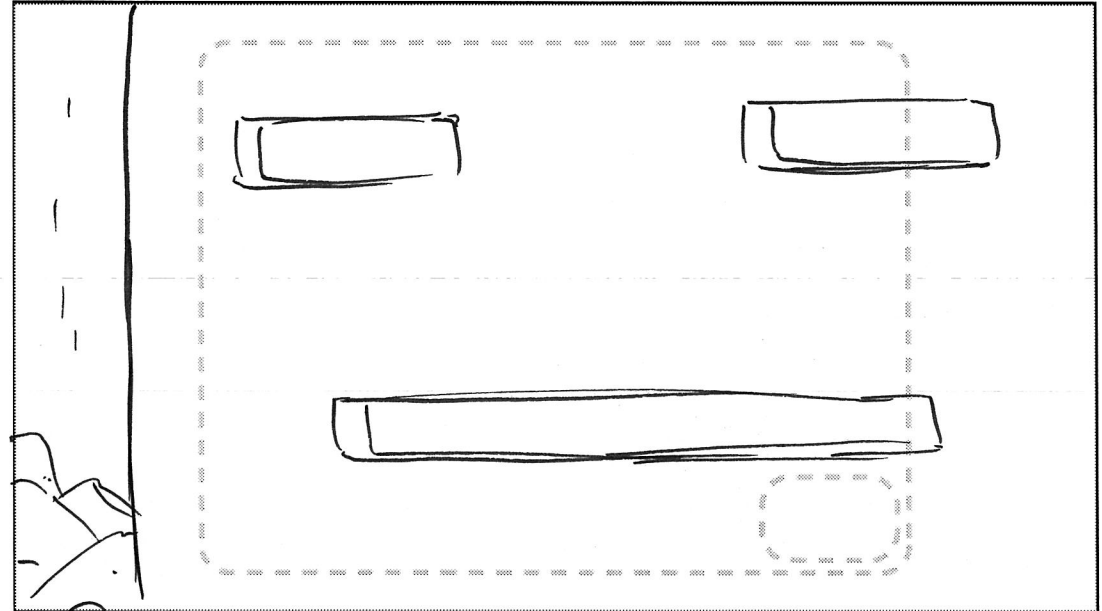
ADVENTURE TIME



Sc. 32 Pnl. C Bg. day night



Sc. 33 Pnl. A Bg. day night



Dialog: ALLMO: → or might sorta be like. ALLMO And so, just maybe, if the two of us work together, →

Action:

Timing:

EPISODE #

1034-228

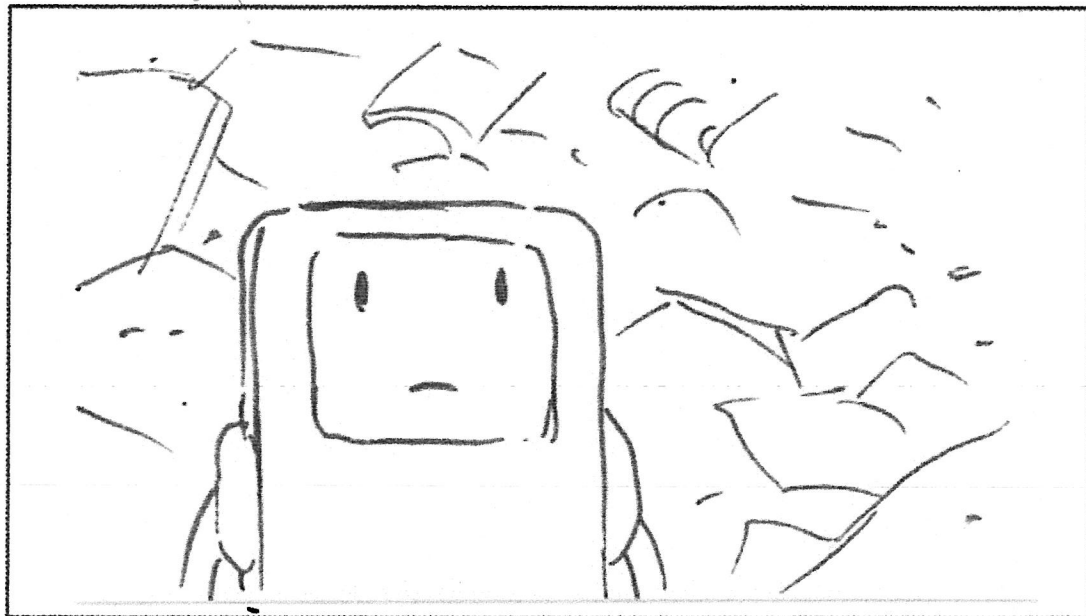
Production :

ADVENTURE TIME

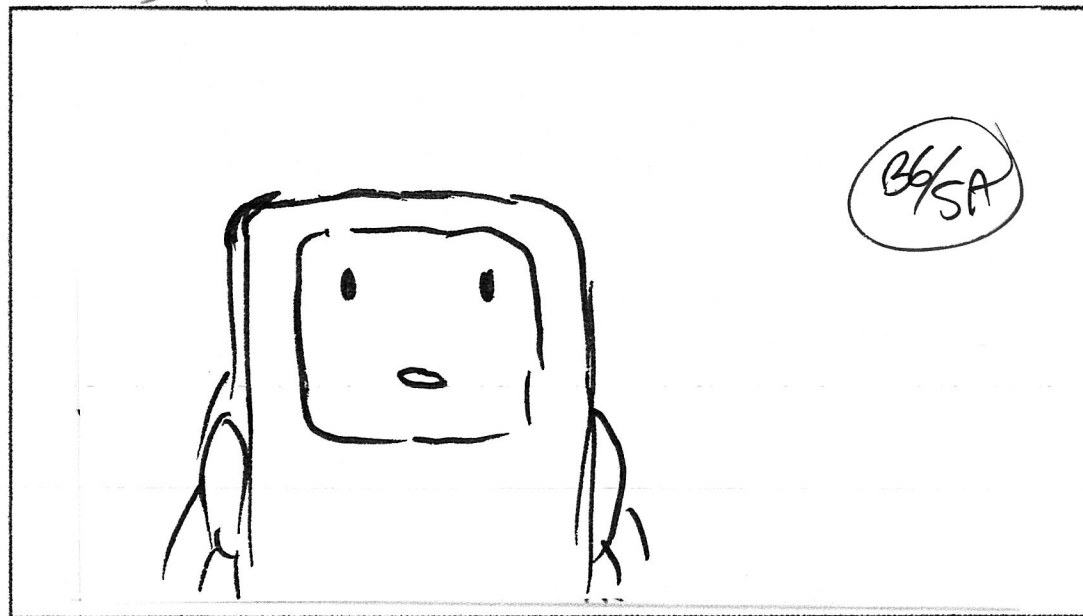


Page 43

Sc. 34 Pnl. A Bg. day night



Sc. 34 Pnl. B Bg. day night



Dialog:

(ALL MO. OS) →

we can think up
a way out
of here.

Action:

Timing:

(BMO)

I'll do
what I can.

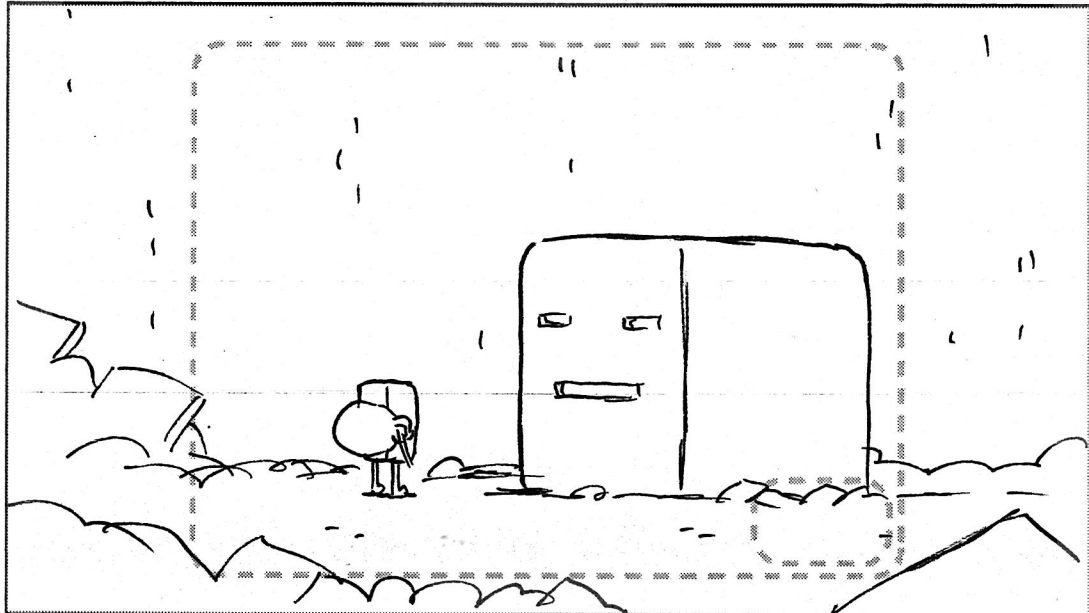
EPISODE # 1034-228

Production :

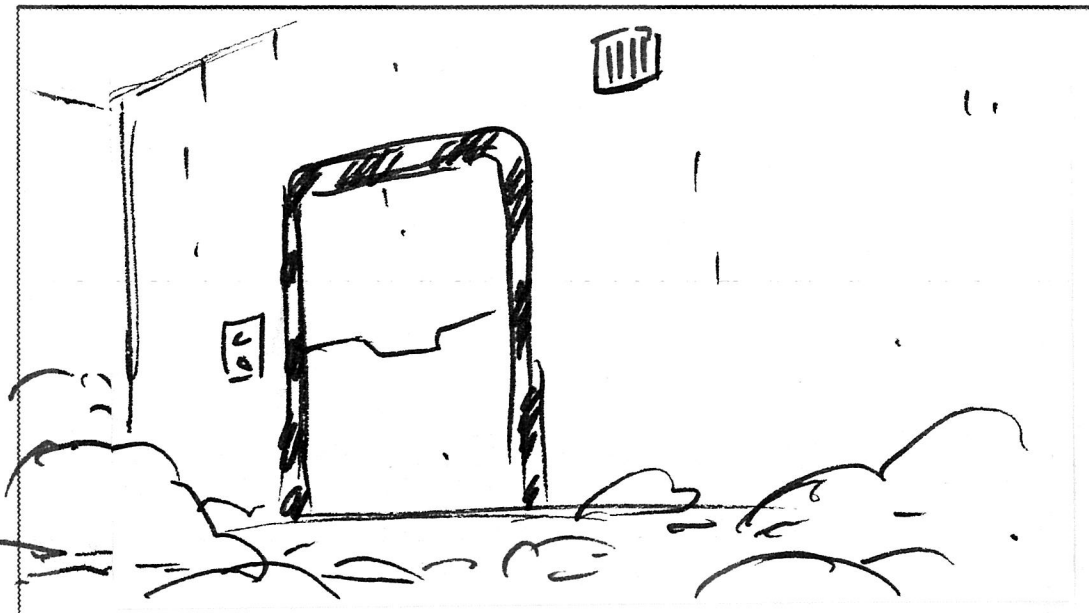
ADVENTURE TIME



Sc. 35 Pnl. A Bg. day night



Sc. 36 Pnl. A Bg. day night



Dialog: ALLMo: Alright, here's what we're dealing with: You see that hatch over there? →

Action:

Timing:

ALLMo: (VO) That hatch leads to an exit corridor.

EPISODE # 1034-228

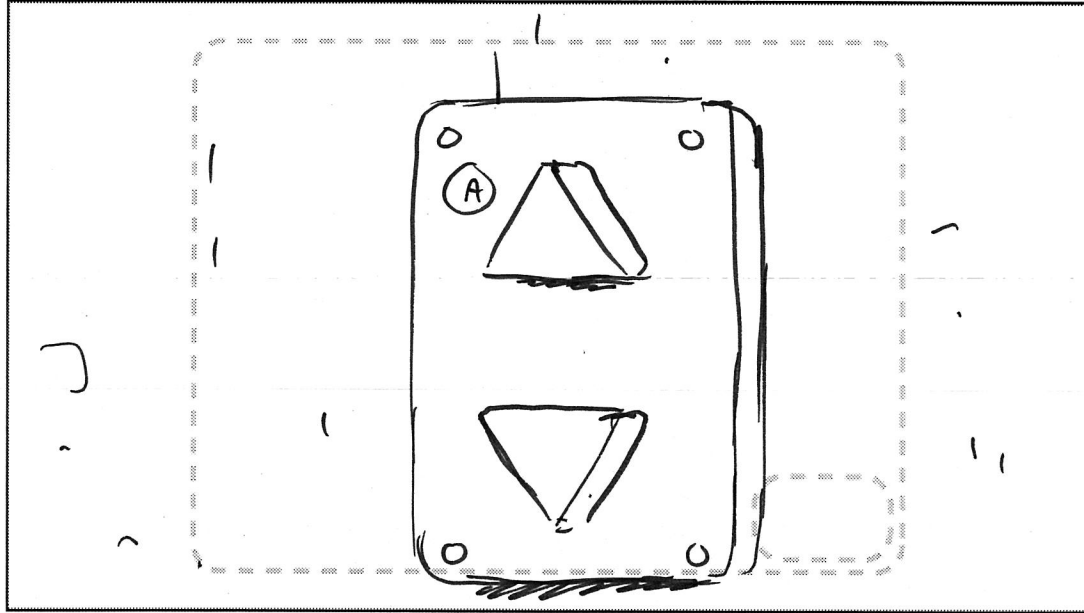
Production :

ADVENTURE TIME

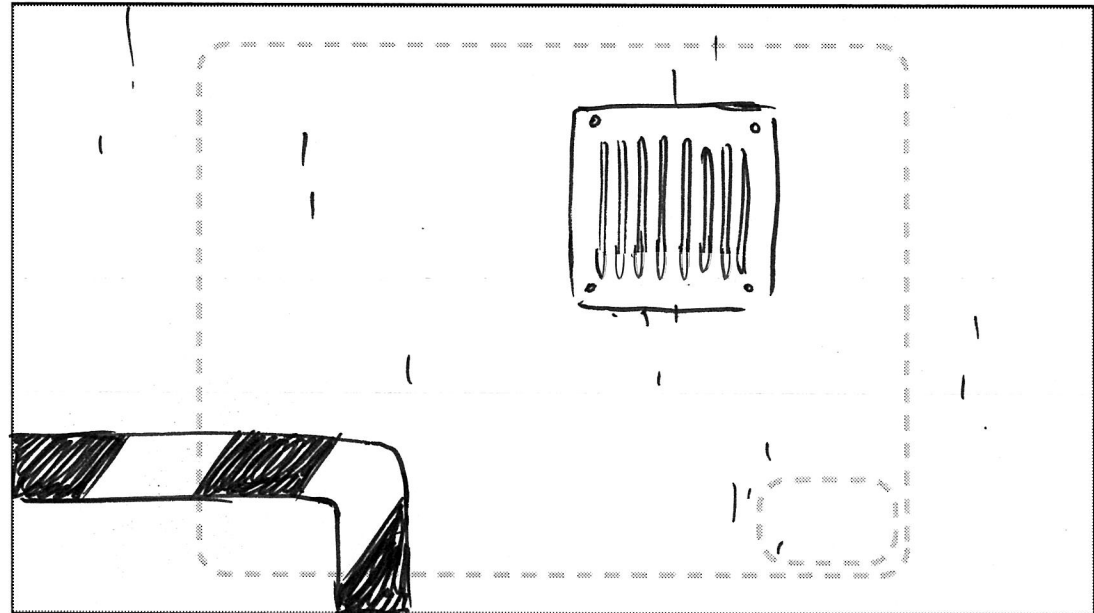


Page 45

Sc. 37 Pnl. A Bg. day night



Sc. 38 Pnl. A Bg. day night

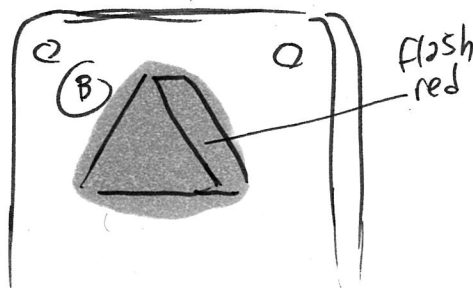


Dialog: (2) ~~SFX~~ (B) :EHNT! :EHNT!
(1) ALLMO (VO) → but it's locked from this side.

(ALLMO (VO)) The vent up there leads to the other side...

Action:

Timing:



EPISODE #

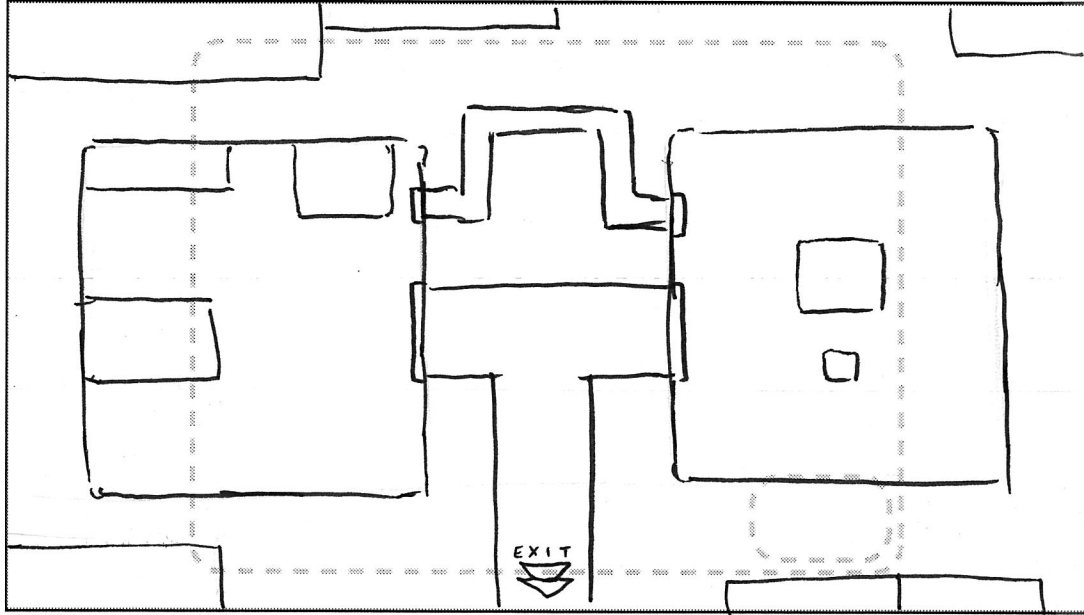
Production :

1034-228

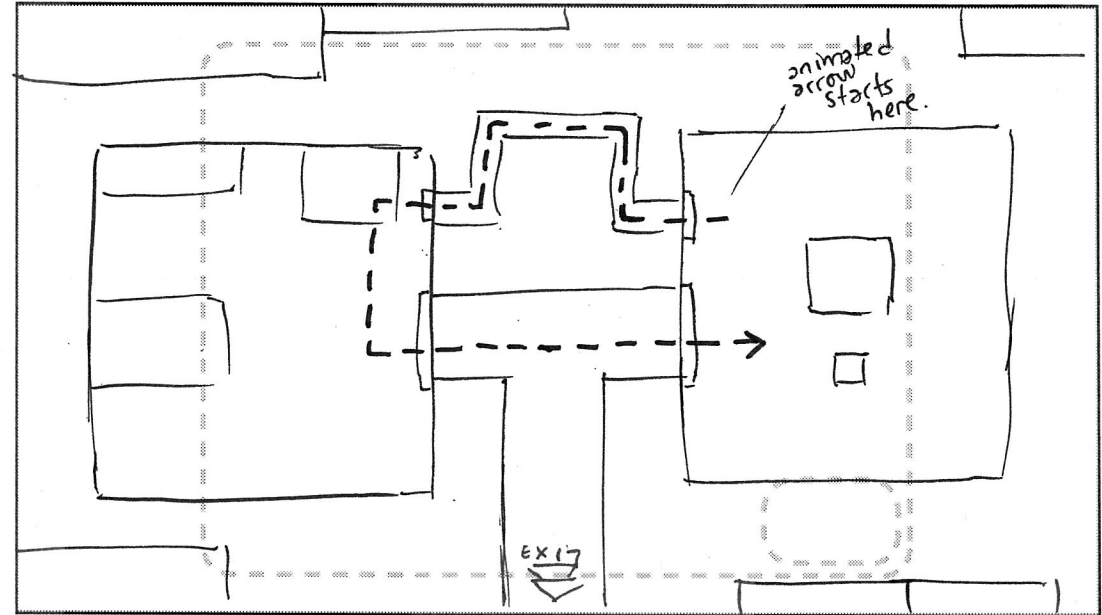
ADVENTURE TIME



Sc. 39 Pnl. A Bg. day night



Sc. 39 Pnl. B Bg. day night



Dialog:	
Action:	<div data-bbox="792 1071 1115 1485" data-label="Image"></div>
Timing:	
-Arrow animates along path	

EPISODE #

1034-228

Production :

ADVENTURE TIME



Page 47

Sc.

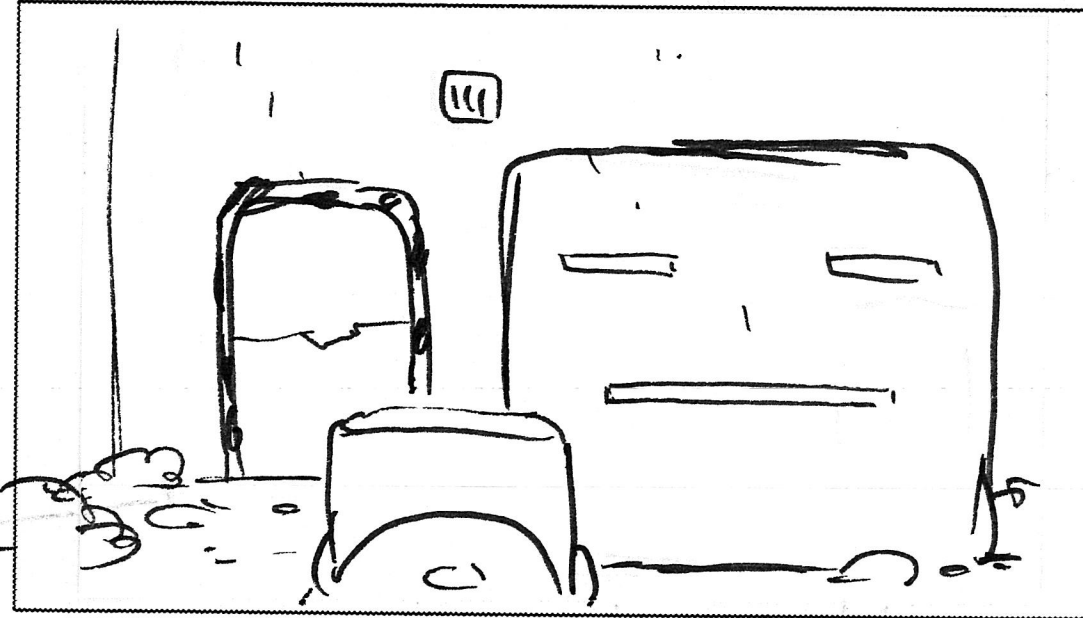
40

Pnl.

A

Bg.

day night



Sc.

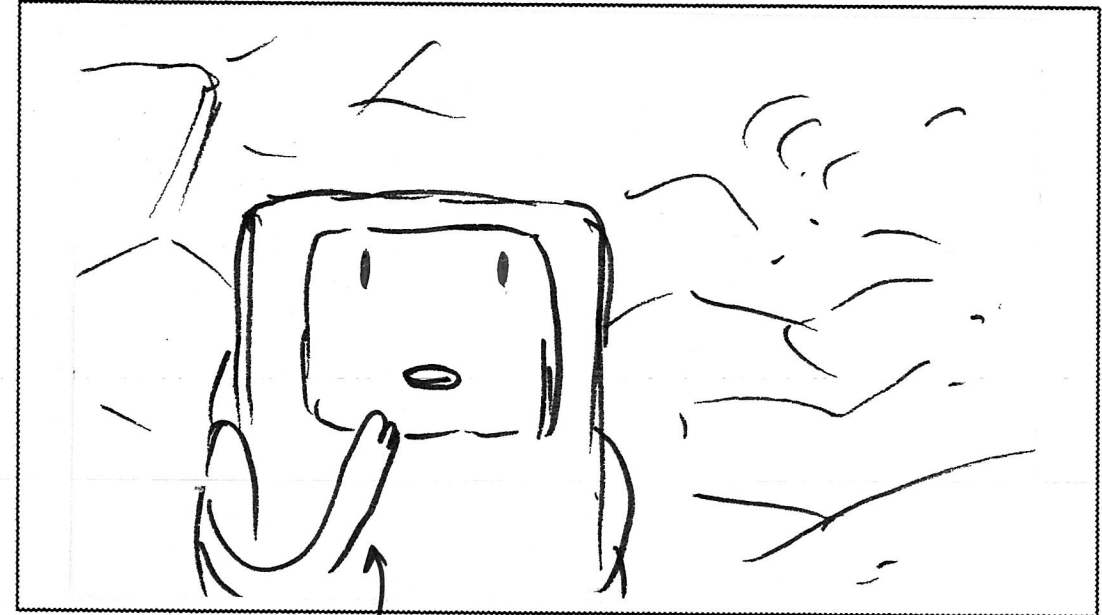
41

Pnl.

A

Bg.

day night



Dialog:

ALLMO → but it's
too high
up.

Action:

Timing:

BOMO Ah... I see -

1034-228

EPISODE #

Production :

ADVENTURE TIME



48

Page _____

Sc.

41

Pnl.

B

Bg.

day night

Sc.

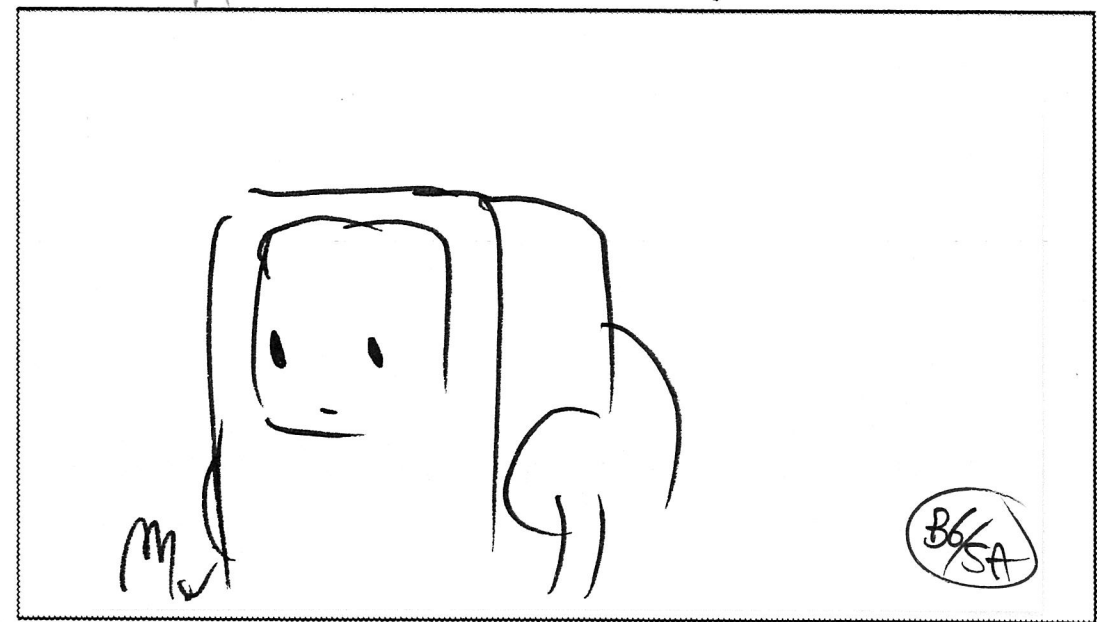
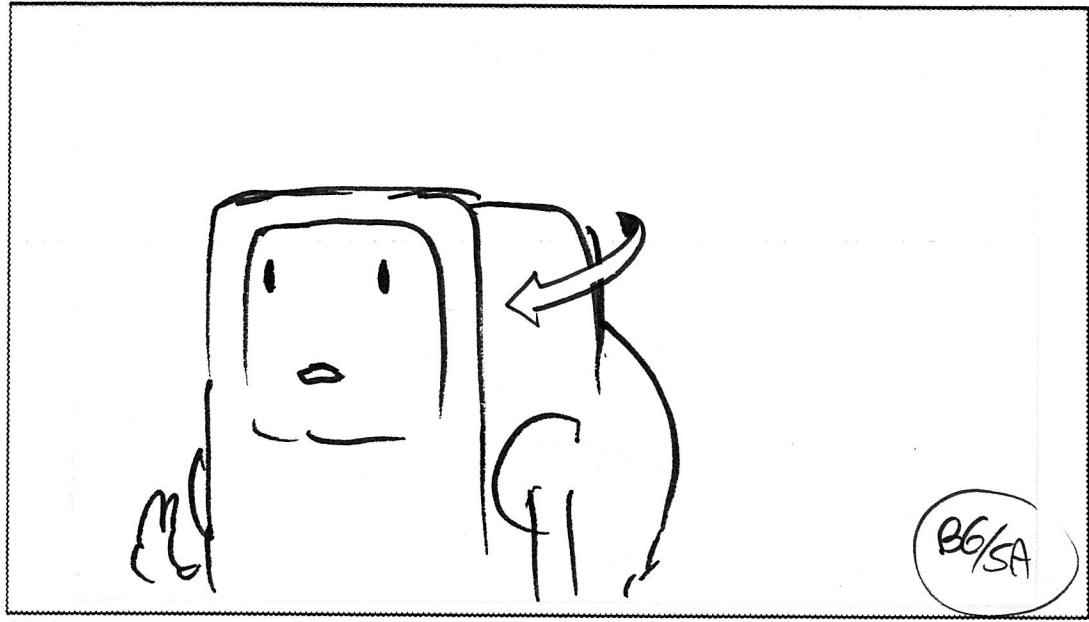
41

Pnl.

C

Bg.

day night



Dialog:	(BMO) Well...
Action:	
Timing:	

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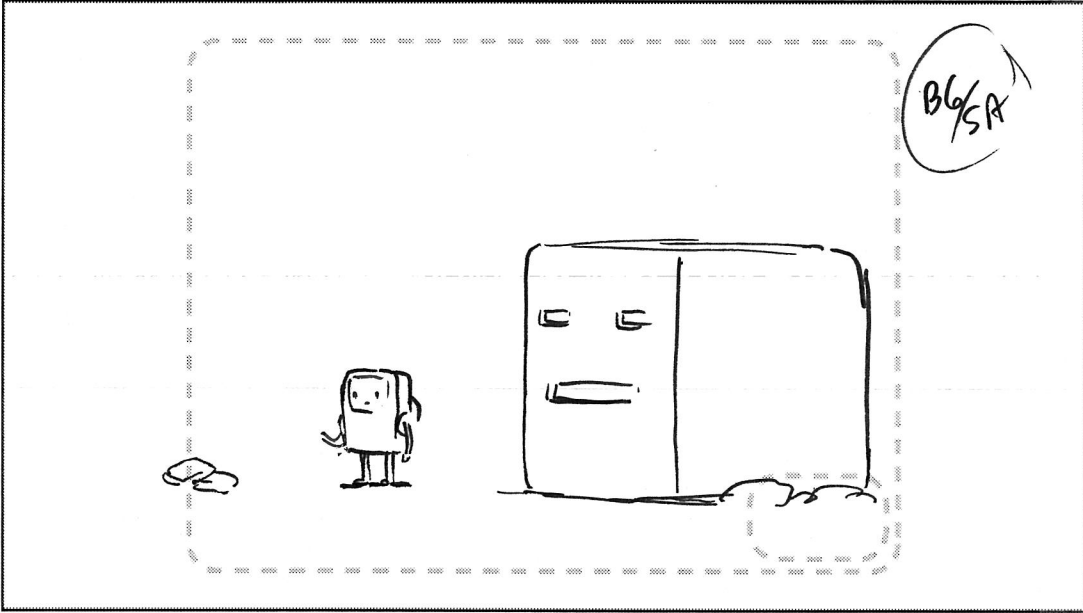
EPISODE # 1034-228

Production :

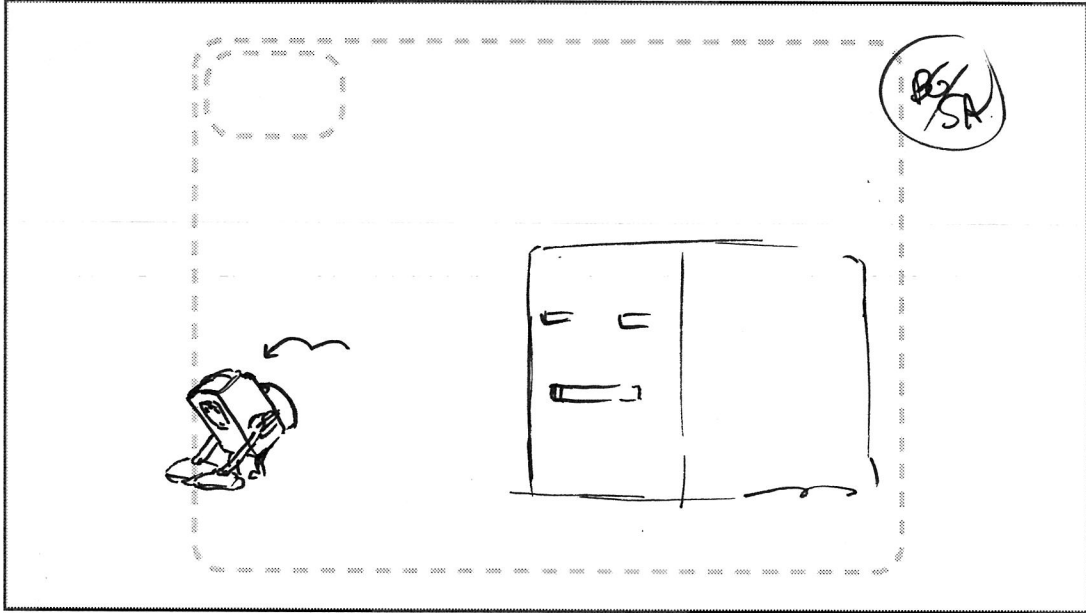
ADVENTURE TIME



Sc. 42 Pnl. A Bg. day night



Sc. 42 Pnl. B Bg. day night



Dialog:	(BMO) what if we use this trash.. →
Action:	- BMO picks up two pieces of junk
Timing:	

EPISODE #

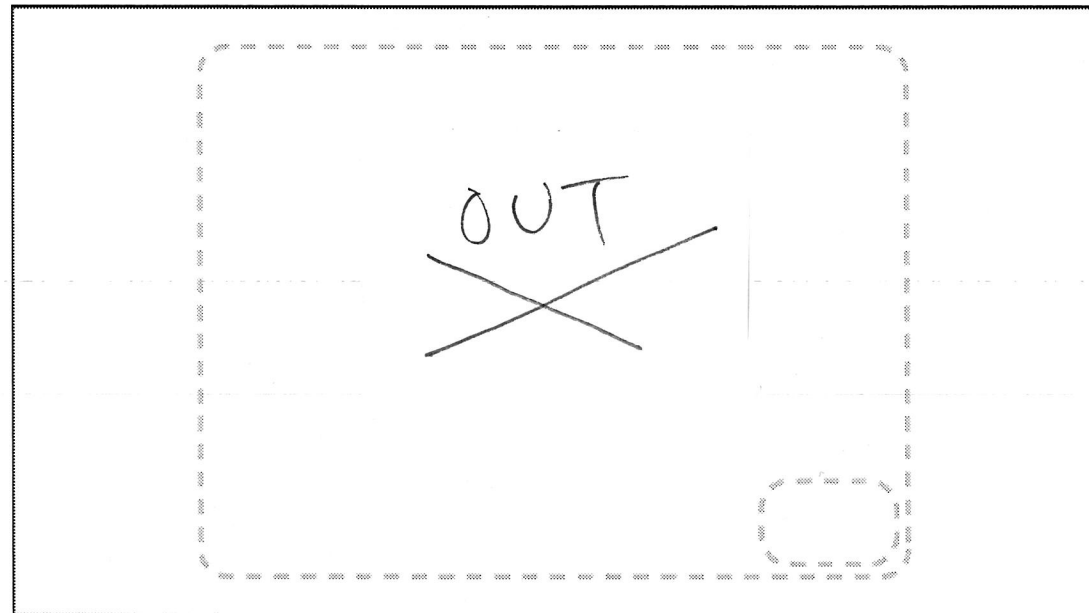
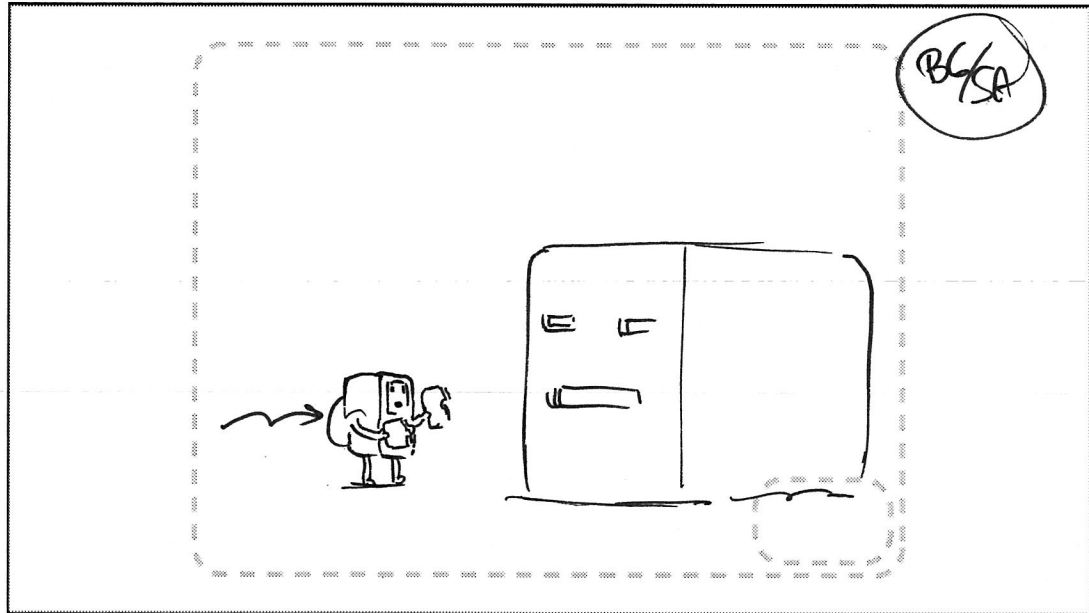
1034-228

Production :

ADVENTURE TIME



Sc. 42 Pnl. C Bg. day night Sc. Pnl. Bg. day night



Dialog:	<u>BMO:</u> → to climb up to the vent.
Action:	
Timing:	

EPISODE # 1034-228
Production :

ADVENTURE TIME



Sc. 43 Pnl. A Bg. day night

Sc. 44 Pnl. A Bg. day night

Dialog: (ALLMO) But all this trash is too small.

Action:

Timing:

(BMO) zhhh?

slow

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EPISODE # 1034-228

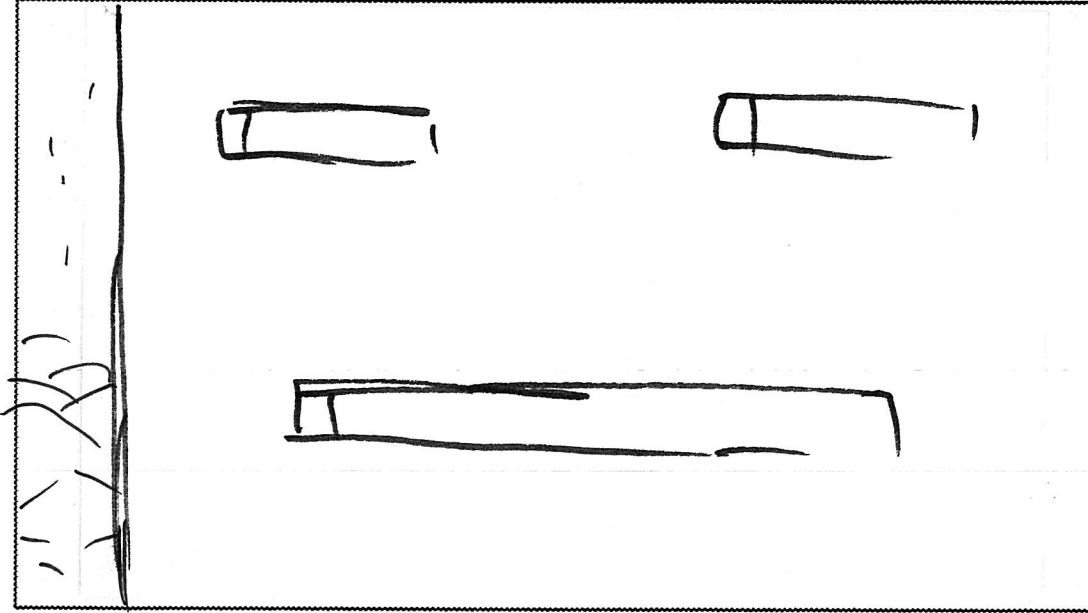
Production :

ADVENTURE TIME

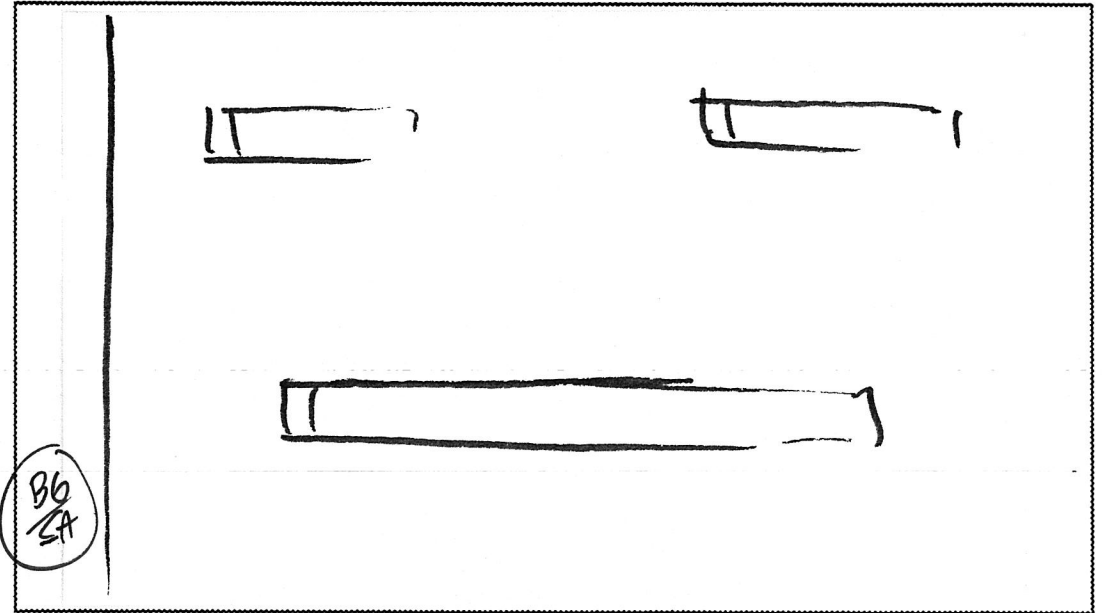


Page 52

Sc. 45 Pnl. A Bg. day night



Sc. 45 Pnl. B Bg. day night



Dialog:	<p>(ALLMO) whoa . . .</p> <p>(ALLMO) → . . . You just blew my mind.</p>	
Action:		
Timing:		

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EPISODE # 1034-228

Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night

WIPE

Sc. Pnl. Bg. day night

~~OUT~~

Dialog:

Action:

Timing:

EPISODE # 1034-228

Production :

ADVENTURE TIME

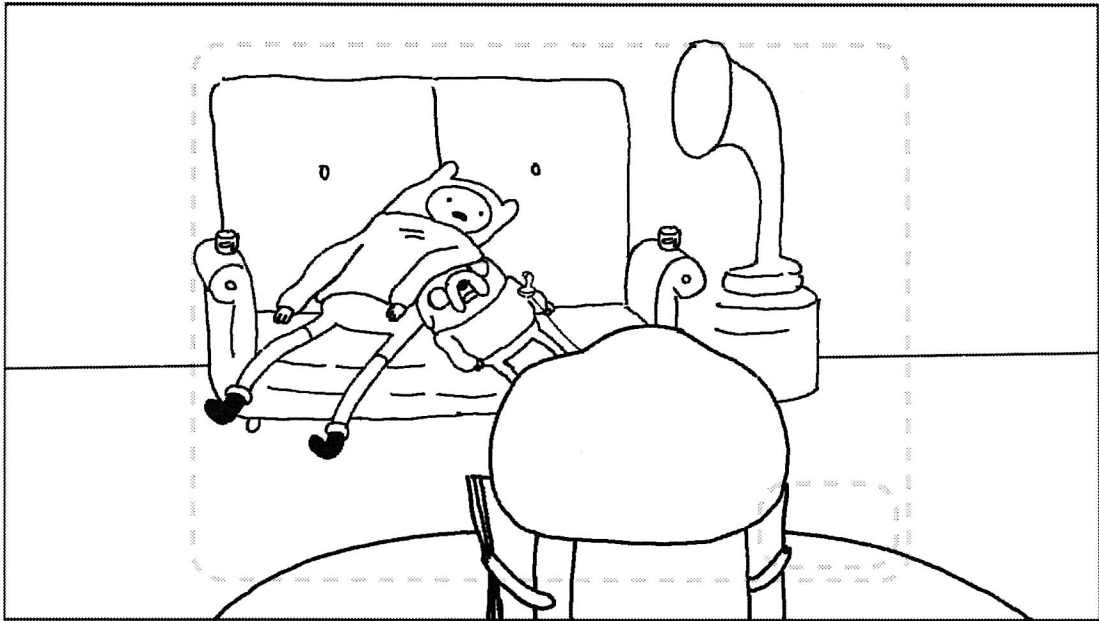


Sc. 46

Pnl. A

Bg.

day night

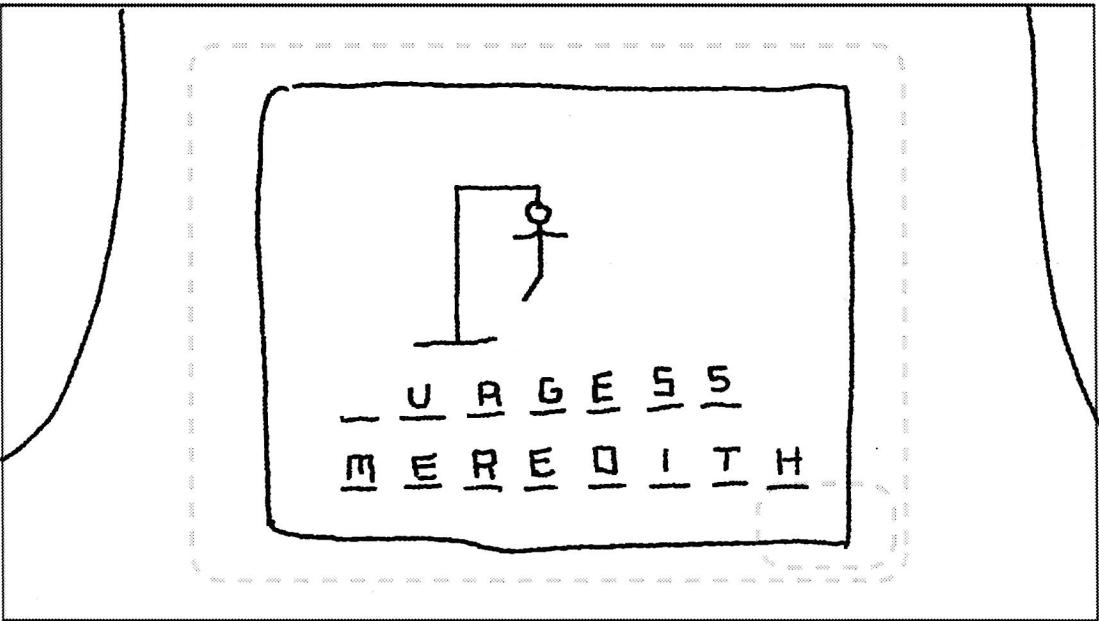


Sc. 47

Pnl. A

Bg.

day night



Dialog:	Q UGH WHAT HAVEN'T WE GUESSED YET... UHM.. 'B' ?
Action:	
Timing:	

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ADVENTURE TIME

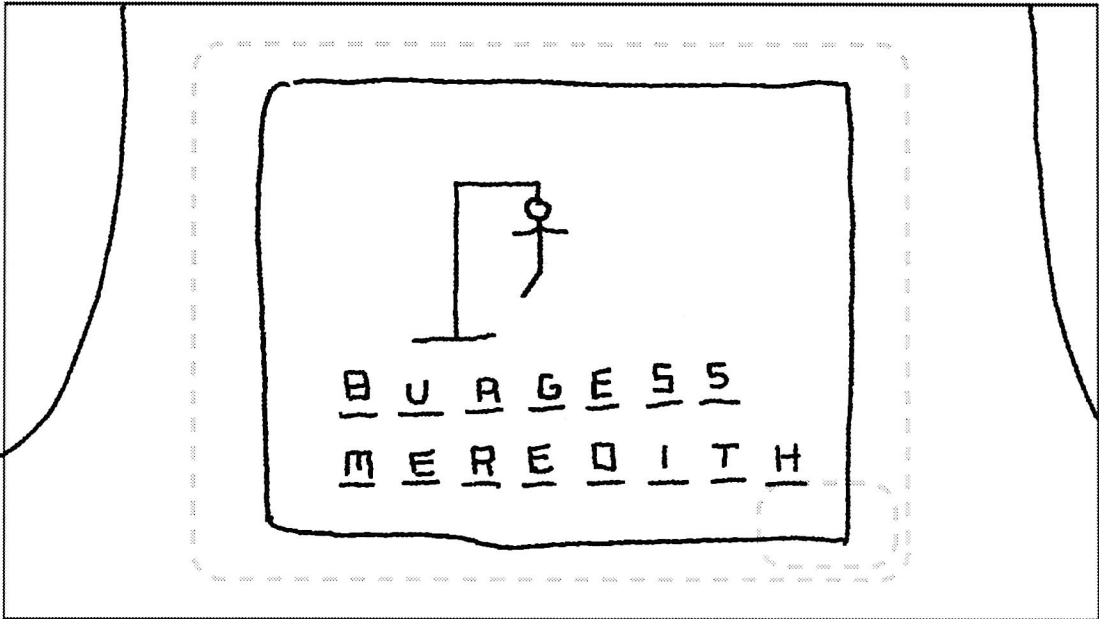


Sc. 47

Pnl. B

Bg.

day night

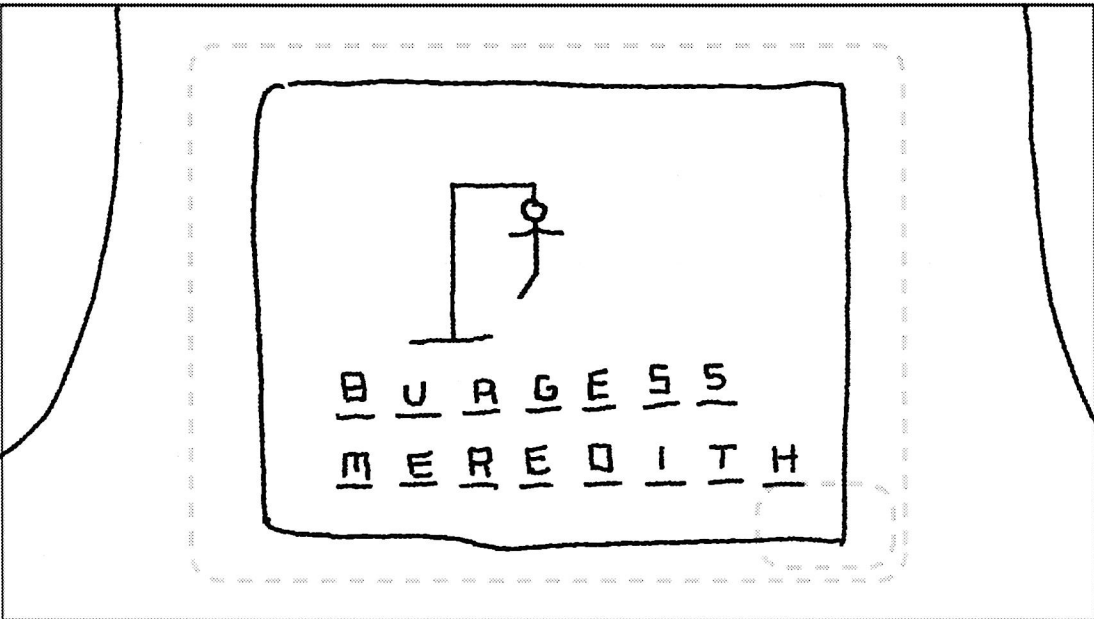


Sc. 47

Pnl. C

Bg.

day night



Dialog:

(SFX) DING

①/(os) BURGESS MEREDITH?!

Action:

Timing:

EPISODE # 1034-228

Production :

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ADVENTURE TIME



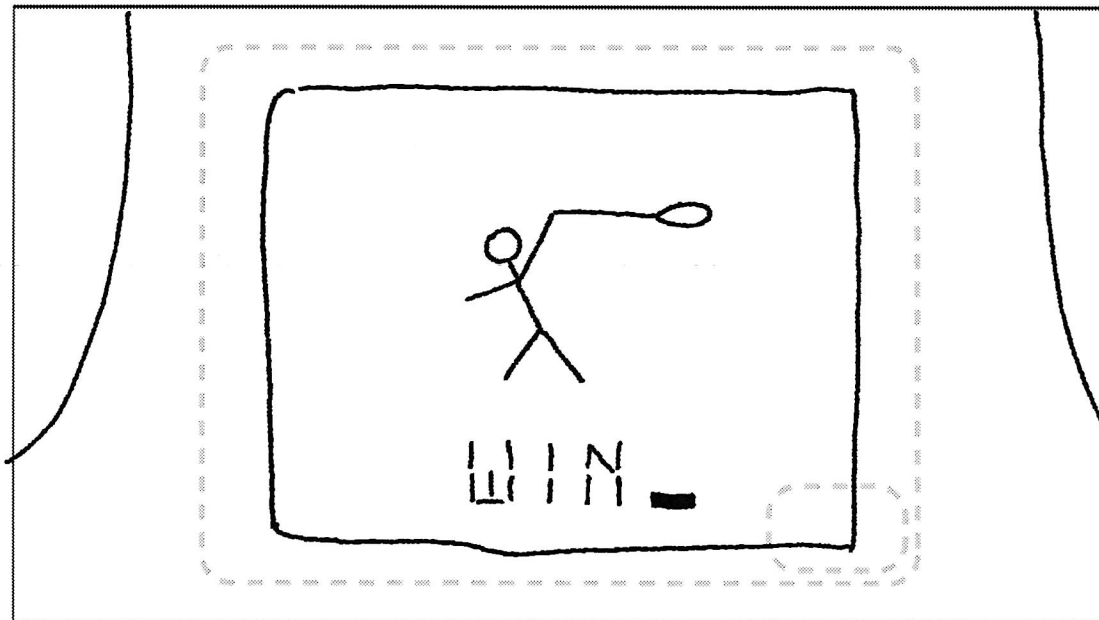
Page 56

Sc. 47

Pnl. D

Bg.

day night

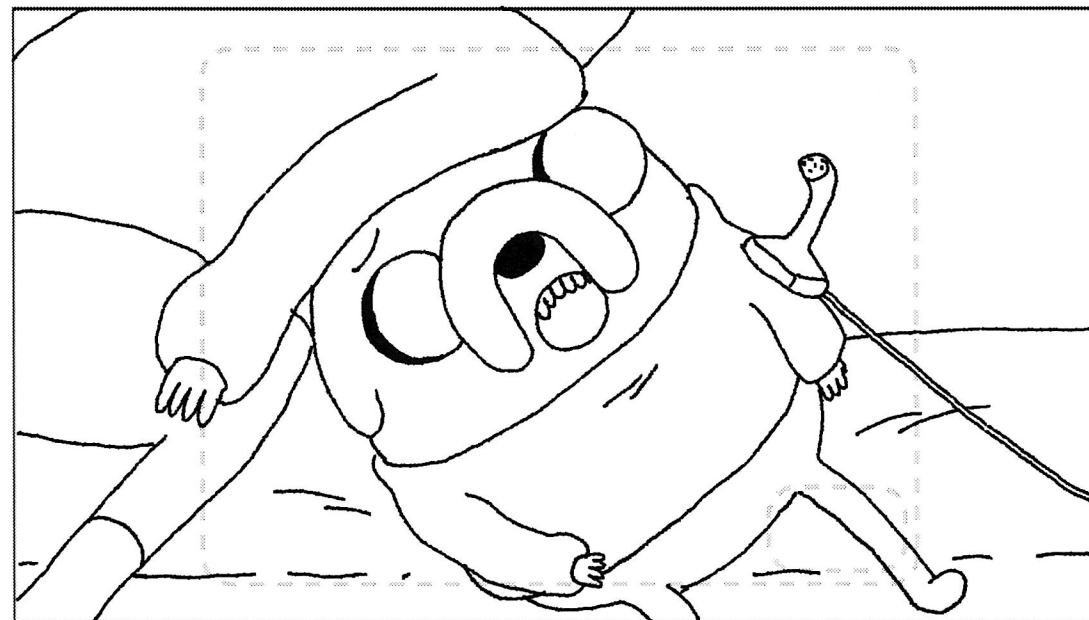


Sc. 48

Pnl. A

Bg.

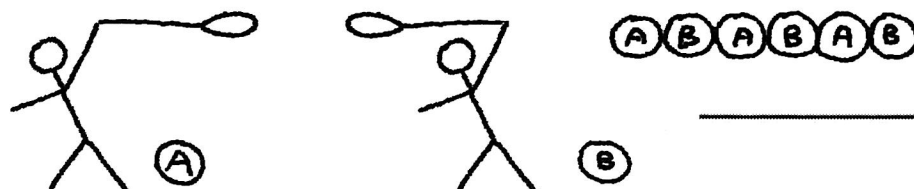
day night



Dialog:

Q I DON'T EVEN KNOW
WHAT THAT IS !!!!

Action:



Timing:

Production :

EPISODE #

1034-228

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ADVENTURE TIME

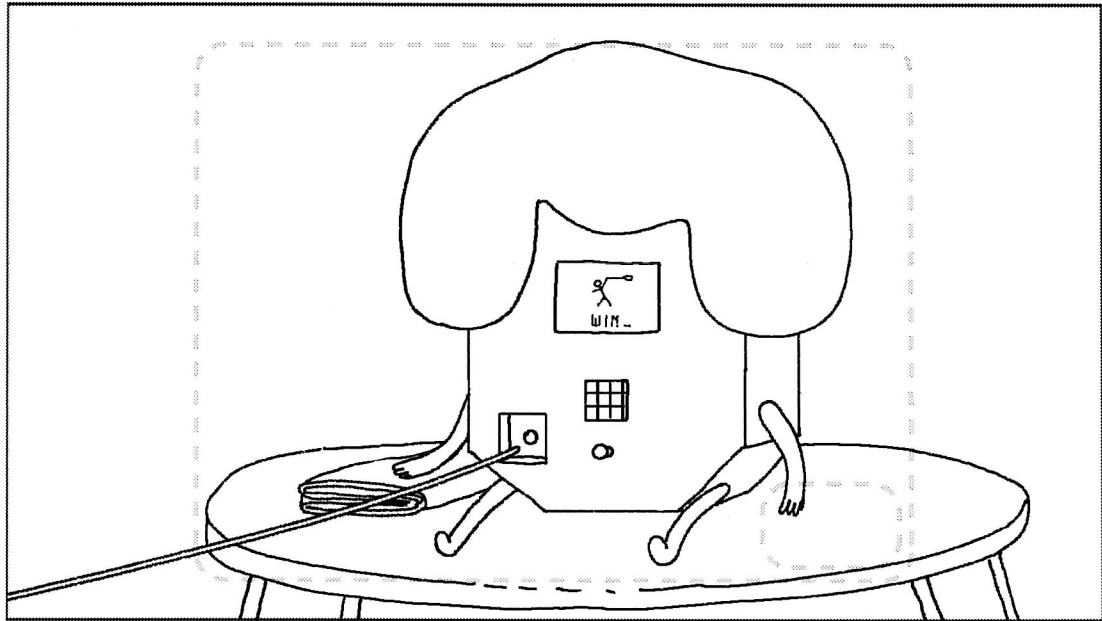


Sc. 49

Pnl. A

Bg.

day night

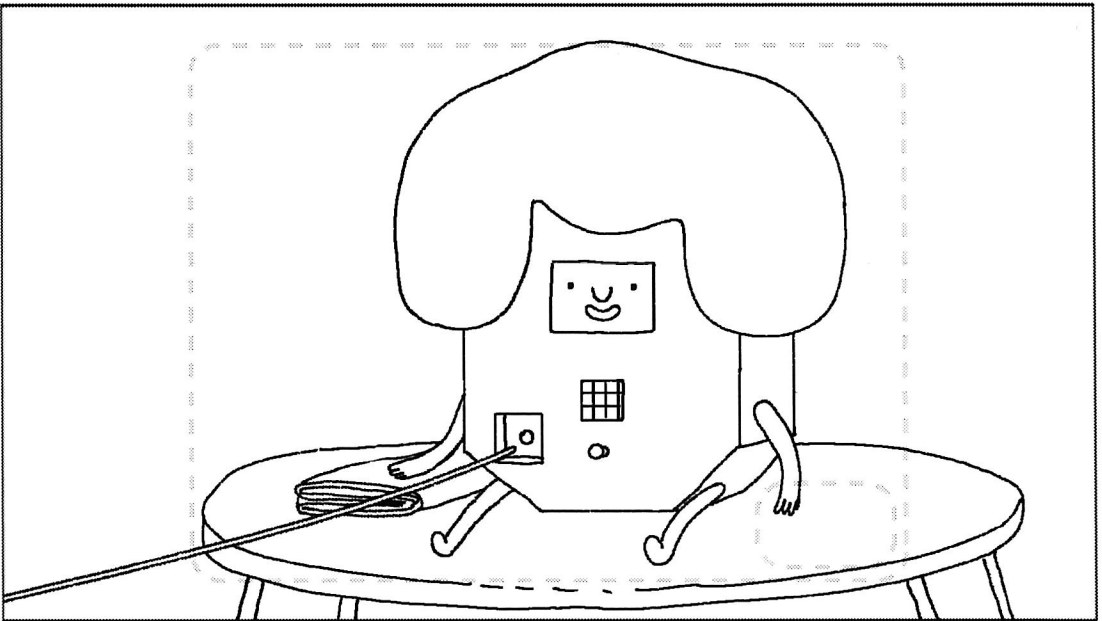


Sc. 49

Pnl. B

Bg.

day night



Dialog:

(M) DO YOU BOYS WANT TO
PLAY AGAIN ?

Action:

Timing:

EPISODE #

1034-228

Production :

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ADVENTURE TIME



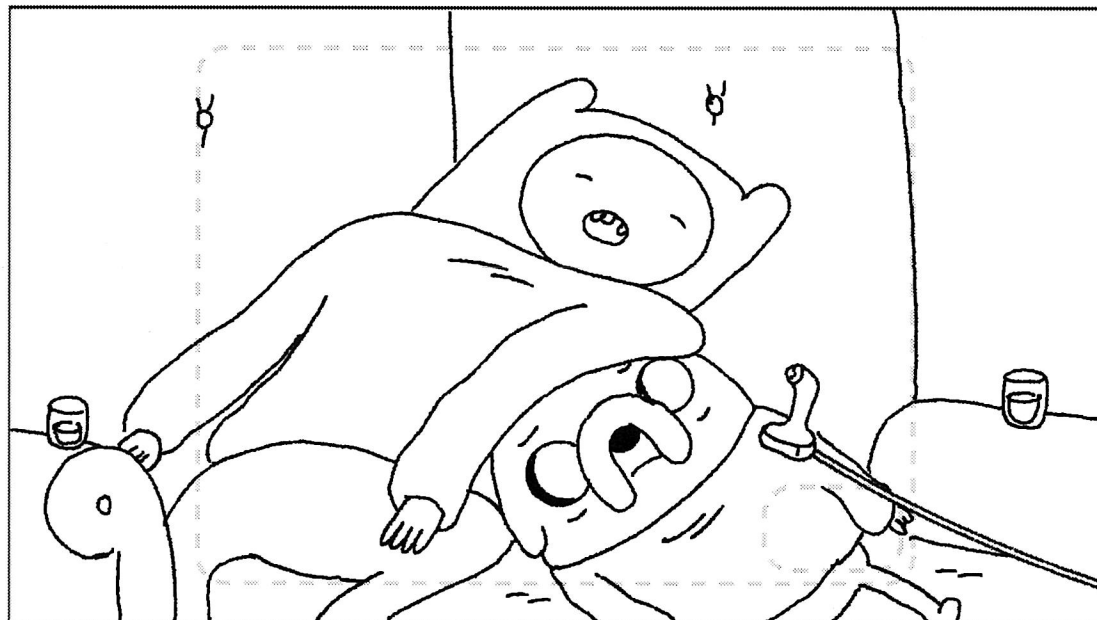
Page 58

Sc. 50

Pnl. A

Bg.

day night

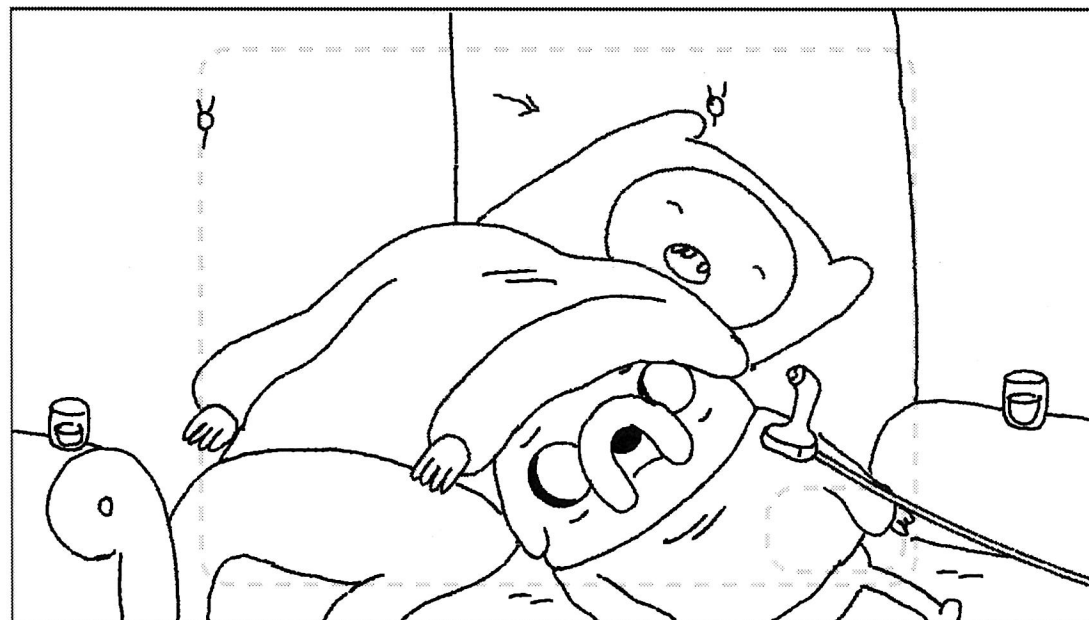


Sc. 50

Pnl. B

Bg.

day night



Dialog:

ⓔ U N G H H H . . . ⓔ O K .

Action:

Timing:

EPISODE #

Production :

1034-228


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ADVENTURE TIME



Sc. 51 Pnl. A Bg. day night

Sc. 51 Pnl. B Bg. day night

Dialog:
Ⓜ BOYS LOVE GAMES . 
Action:
Timing:

EPISODE # 1034-228
Production :

ADVENTURE TIME

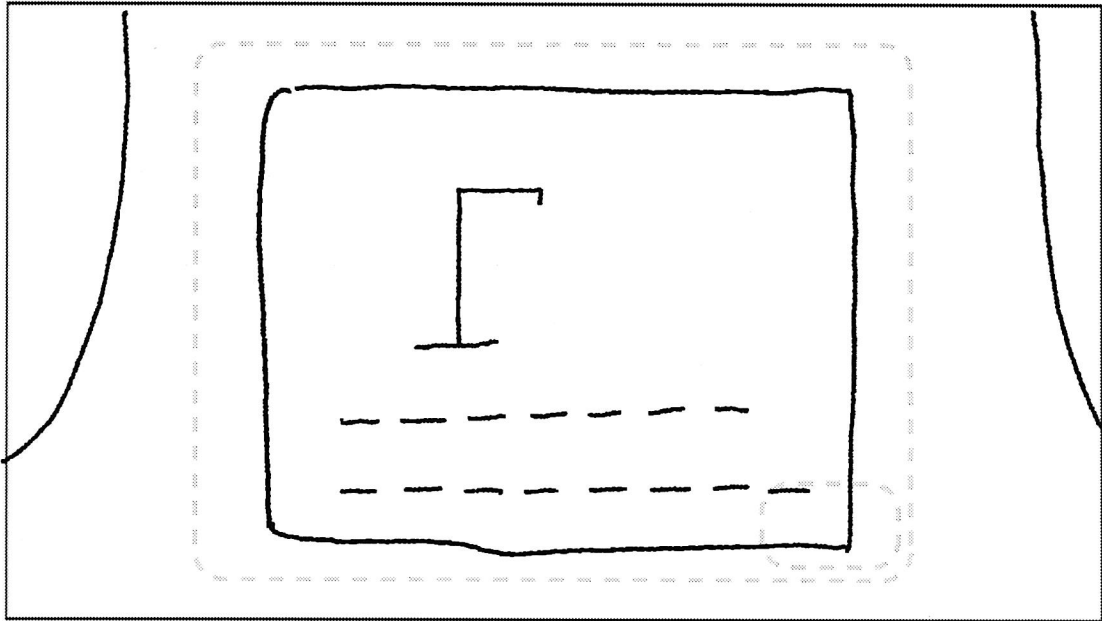


Sc. 51

Pnl. c

Bg.

day night

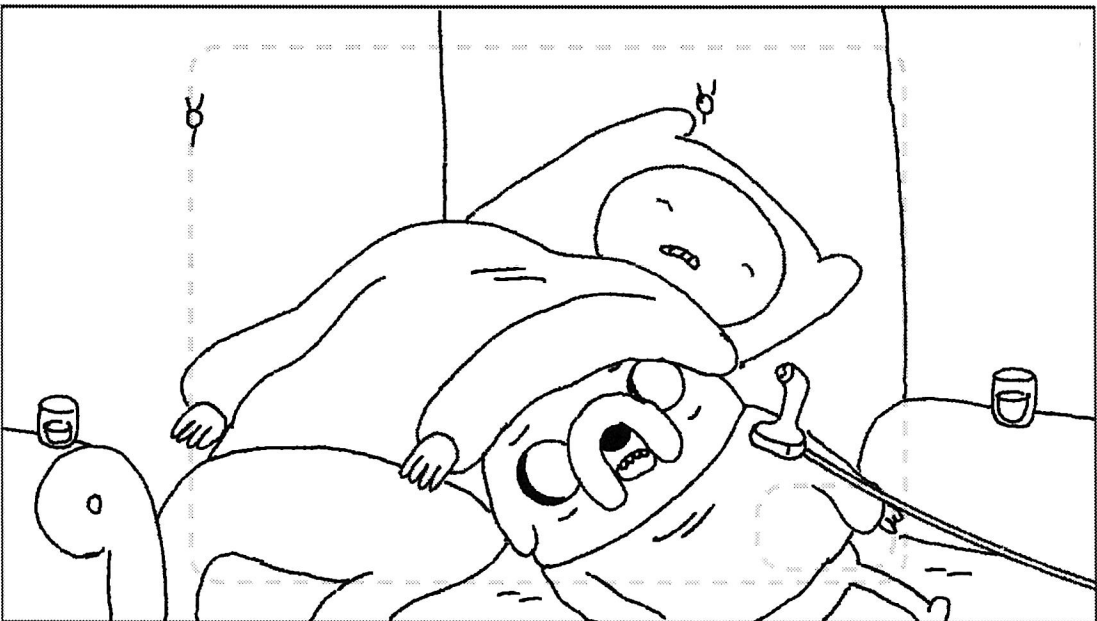


Sc. 52

Pnl. A

Bg.

day night



Dialog:

Ⓜ/ PICK A LETTER!

Ⓟ/ AHHH I DUNNO, 'E'.

Action:

Timing:

1034-228

EPISODE #

Production :

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ADVENTURE TIME

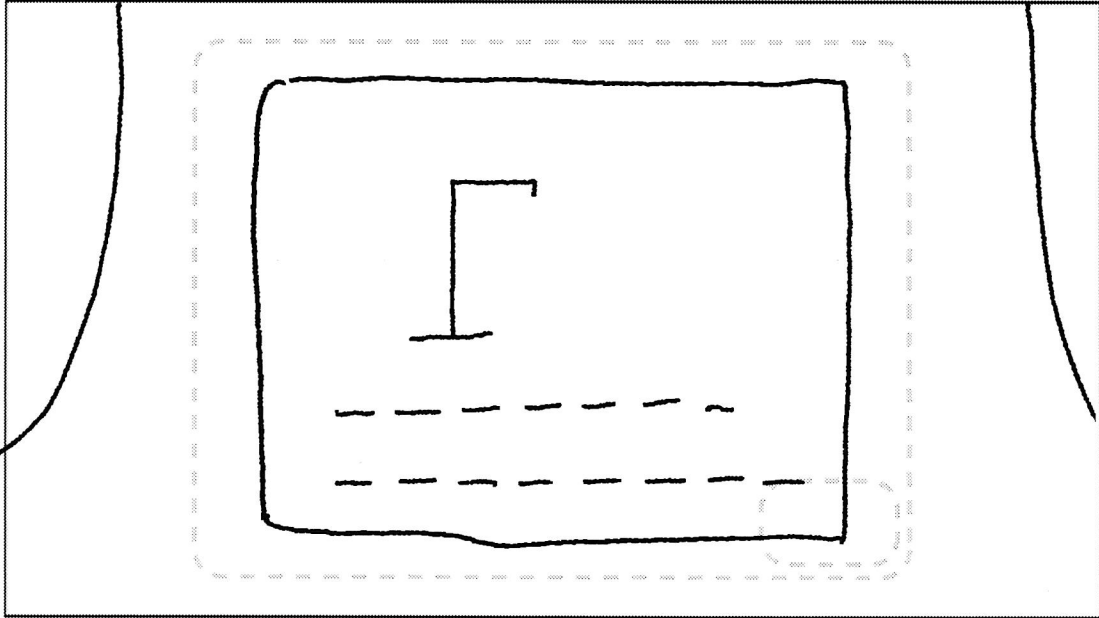


Sc. 53

Pnl. A

Bg.

day night

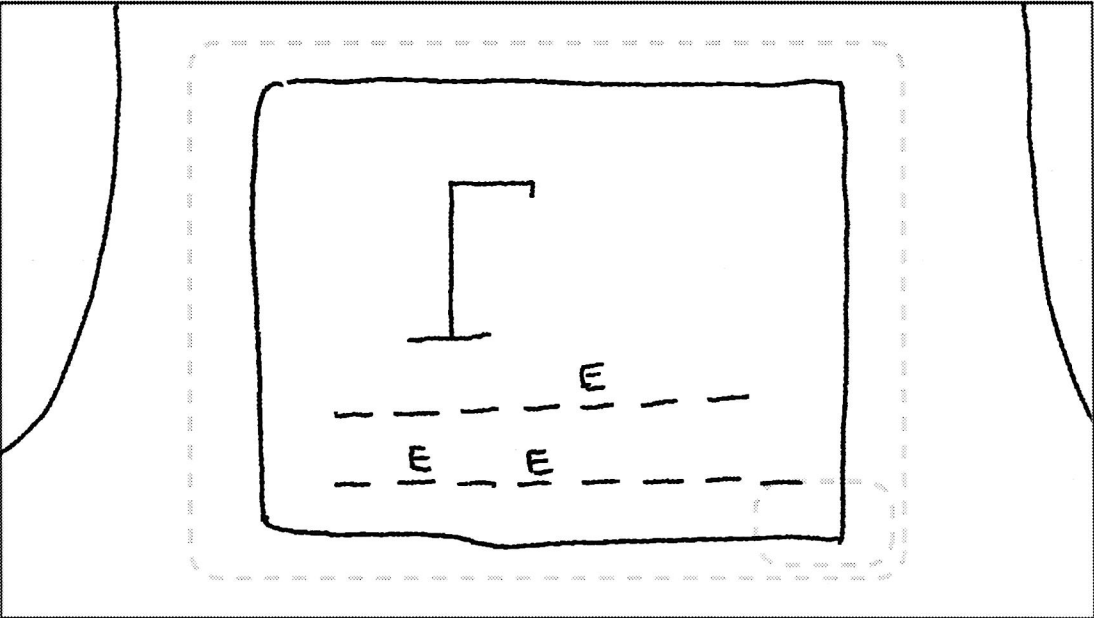


Sc. 53

Pnl. B

Bg.

day night



Dialog:

(SFX) = DING =

Action:

Timing:

EPISODE # 1034-228
Production :

ADVENTURE TIME



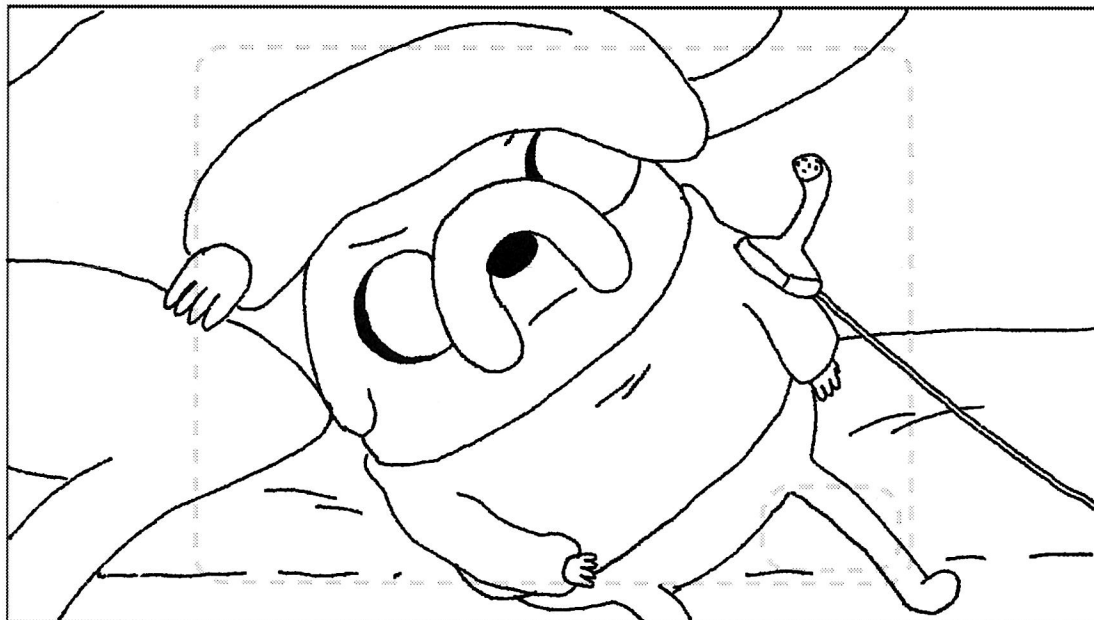
Page 62

Sc. 54

Pnl. A

Bg.

day night

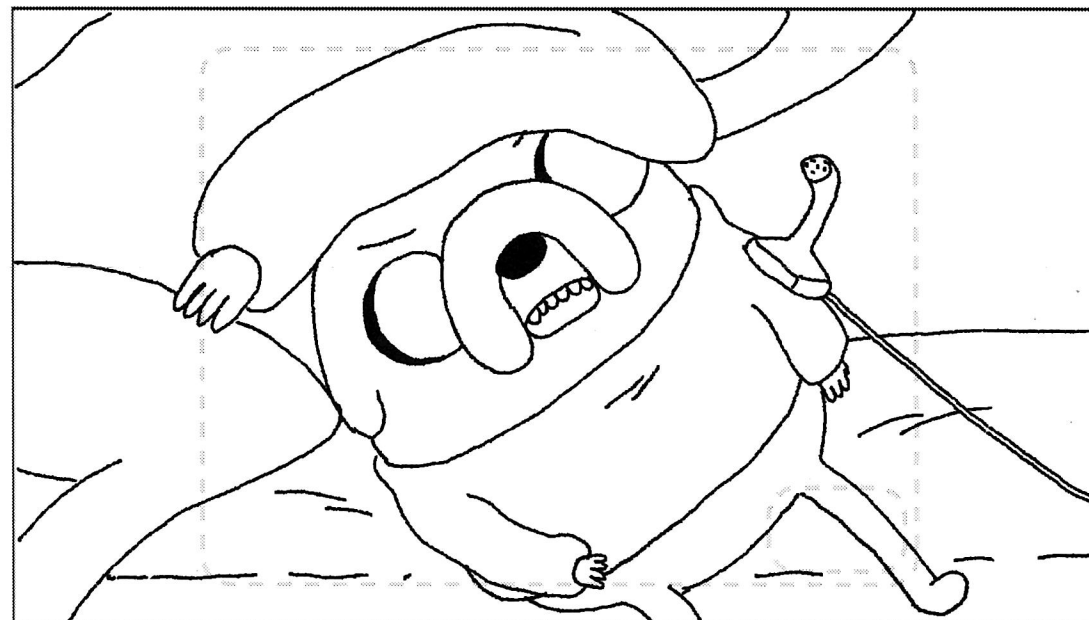


Sc. 54

Pnl. B

Bg.

day night



Dialog:

① . . . WAIT .

Action:

== BEAT ==

Timing:

Production :

EPISODE #

1034-228

ADVENTURE TIME



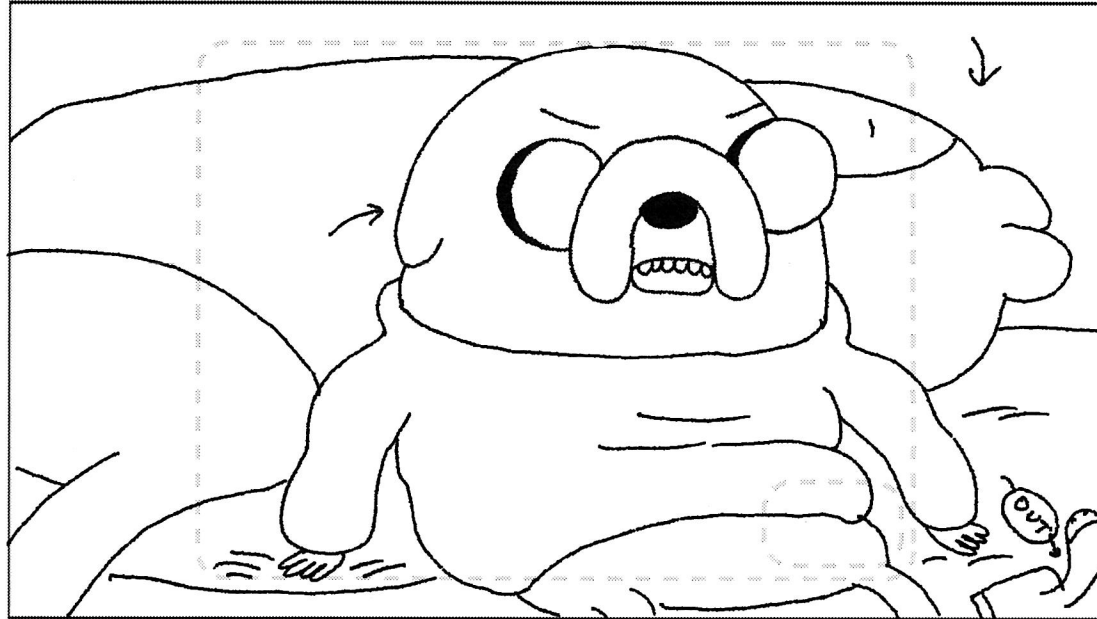
Page 63

Sc. 54

Pnl. c

Bg.

day night

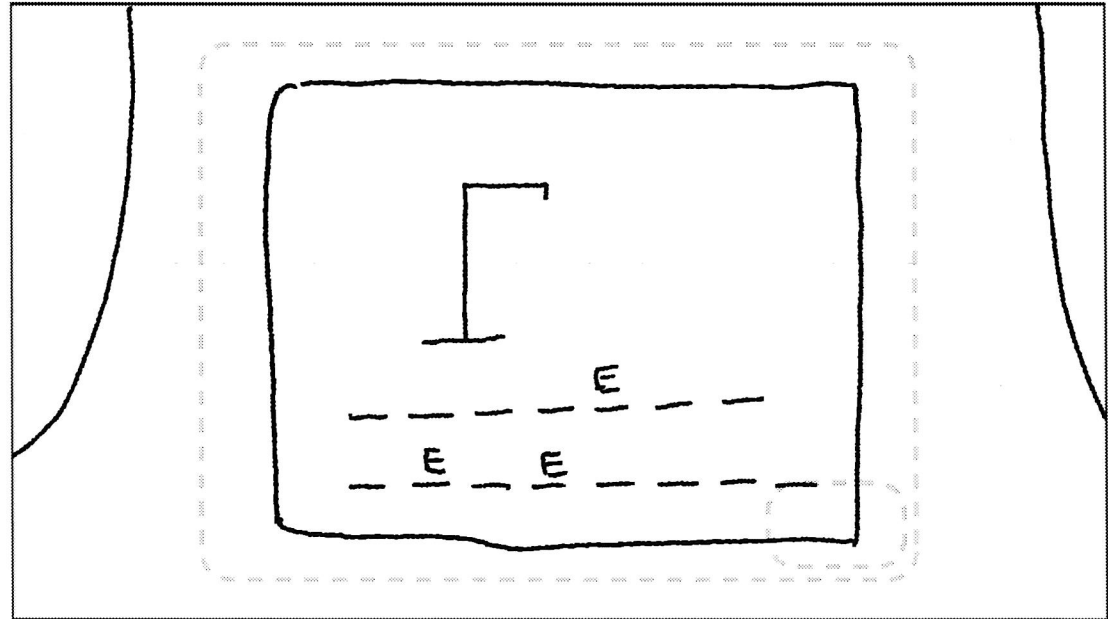


Sc. 55

Pnl. A

Bg.

day night



Dialog:

① IS THIS "BURGESS
MEREDITH" AGAIN ??!

Action:

Timing:

EPISODE #

1034-228

Production :

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ADVENTURE TIME

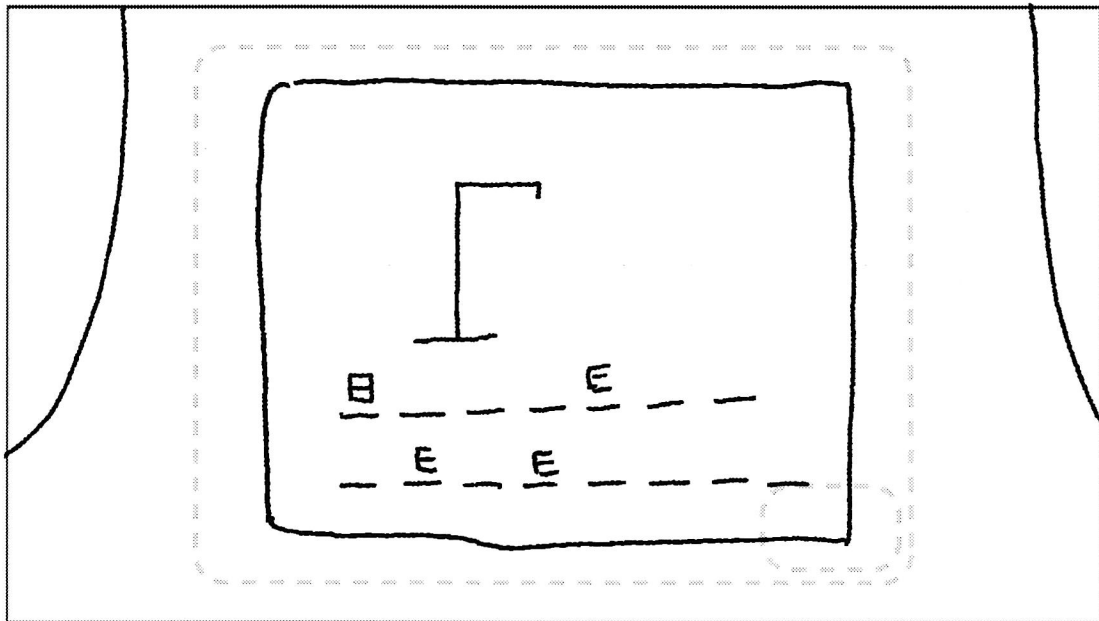


Sc. 55

Pnl. A

Bg.

day night

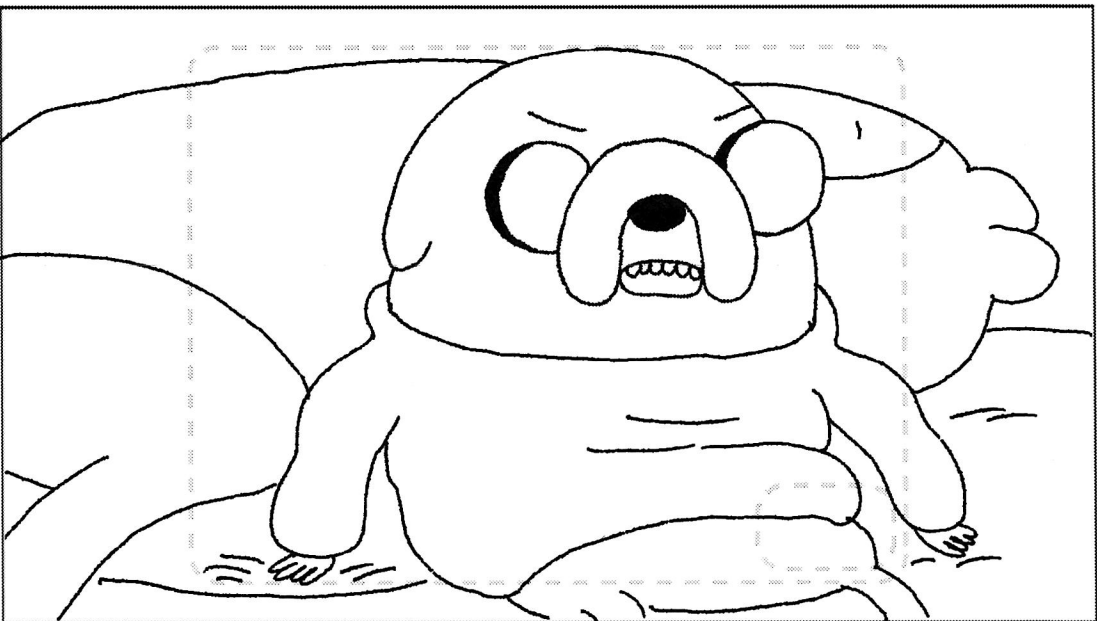


Sc. 56

Pnl. A

Bg.

day night



Dialog:

(SFX) BING BONG

Q NOPE!

Action:

'B' APPEARS

Timing:

EPISODE # 1034-228
Production :

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ADVENTURE TIME



Sc. 56	Pnl. B	Bg.	day night	Sc. 56	Pnl. C	Bg.	day night

Dialog:	
Action:	
Timing:	

o/ NOT COOL !

1034-228
EPISODE #
Production :

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ADVENTURE TIME

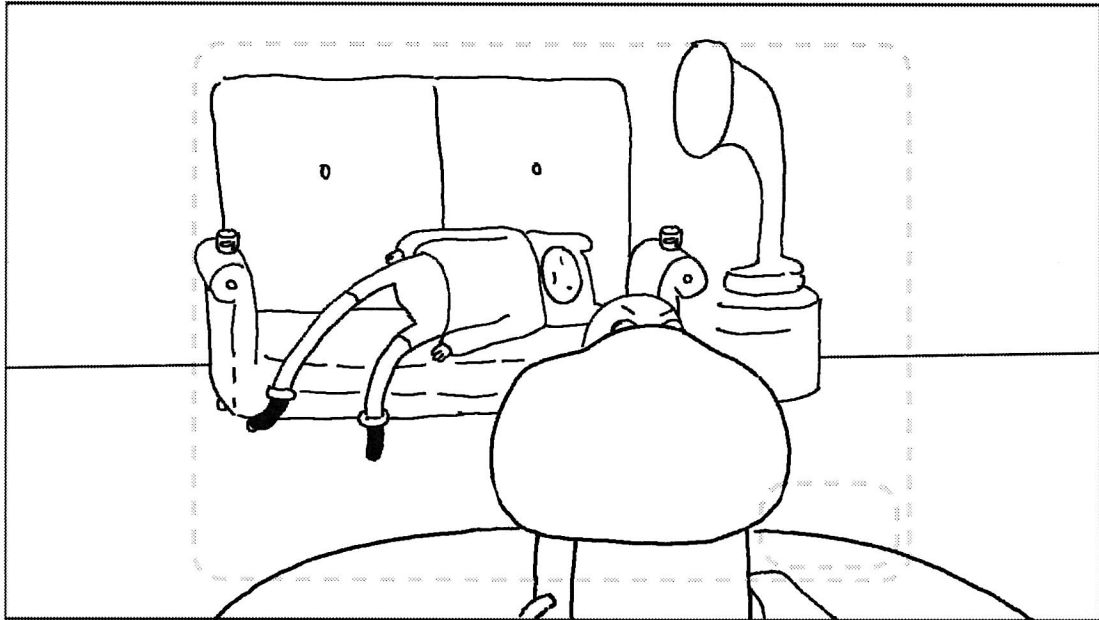


Sc. 57

Pnl. 4

Bg.

day night

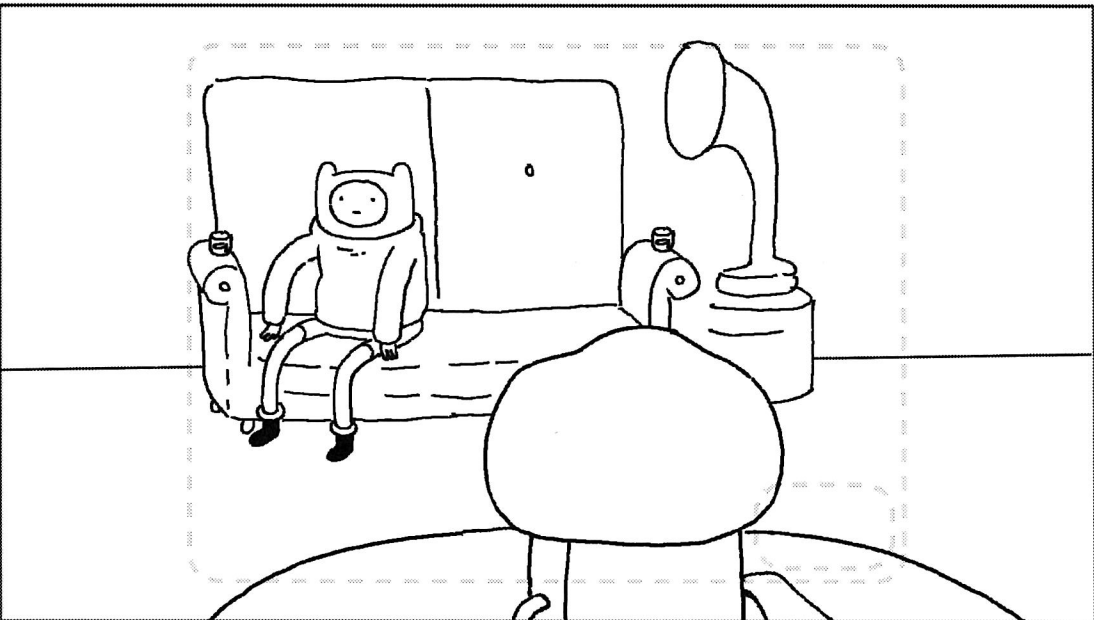


Sc. 57

Pnl. 8

Bg.

day night



Dialog:

① / COME ON FINN,

Action:

Timing:

EPISODE # 1034-228

Production :

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ADVENTURE TIME

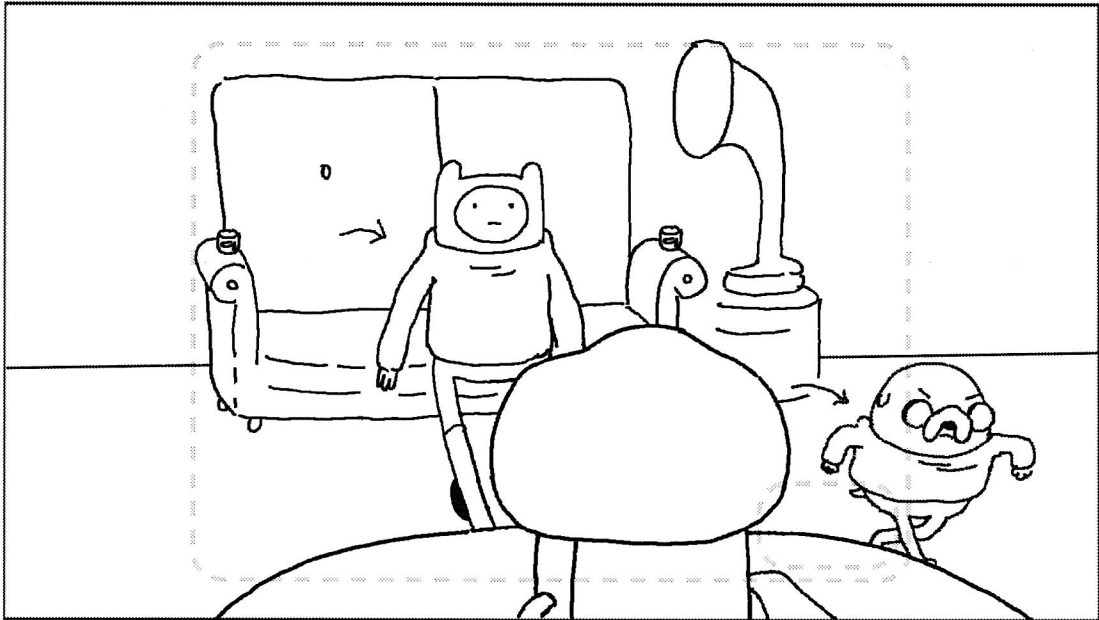


Sc. 57

Pnl. c

Bg.

day night

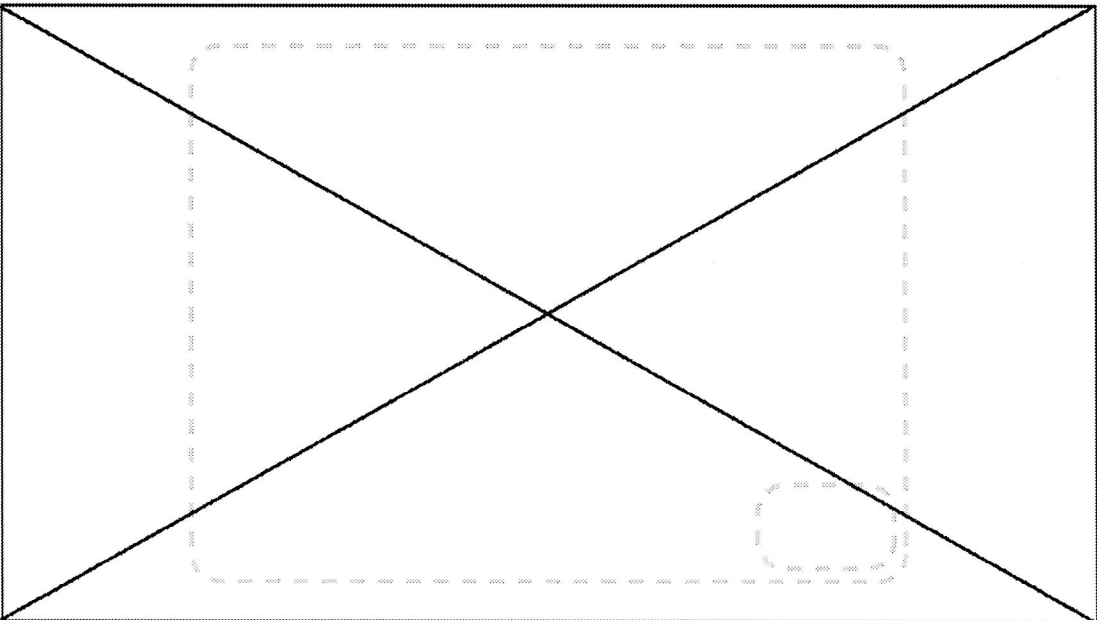


Sc. -

Pnl. -

Bg.

day night



Dialog:

① (CONT) LET'S FIND A
A REAL HANG MAN.

Action:

Timing:

EPISODE #

Production :

1034-228

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ADVENTURE TIME

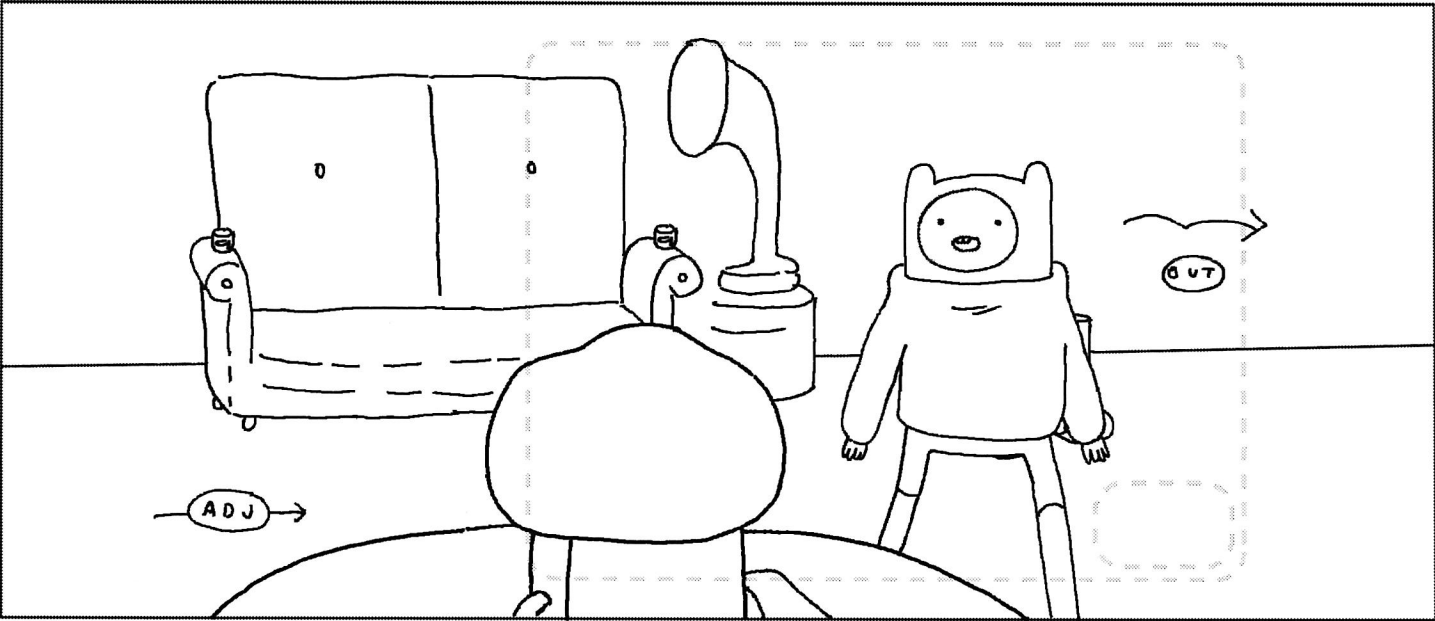


Sc. 57

Pnl. 0

Bg.

day night



Dialog:

~~F~~ GWAMPA .

Action:

↑
FRANK &
CORDIAL .

Timing:

EPISODE #

Production :

1034-228

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ADVENTURE TIME

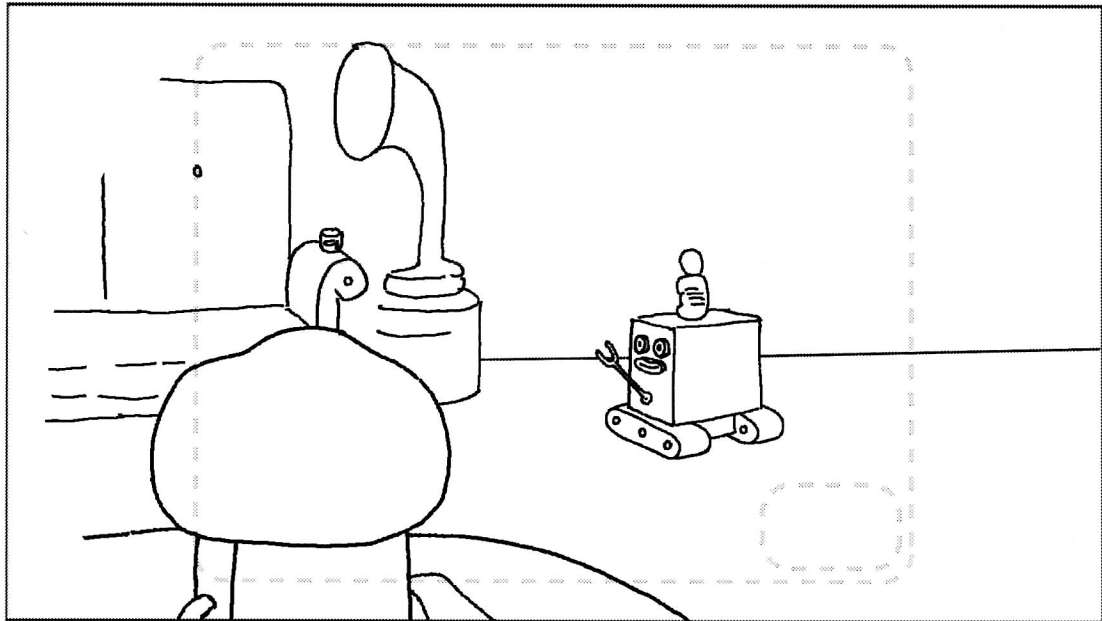


Sc. 57

Pnl. E

Bg.

day night

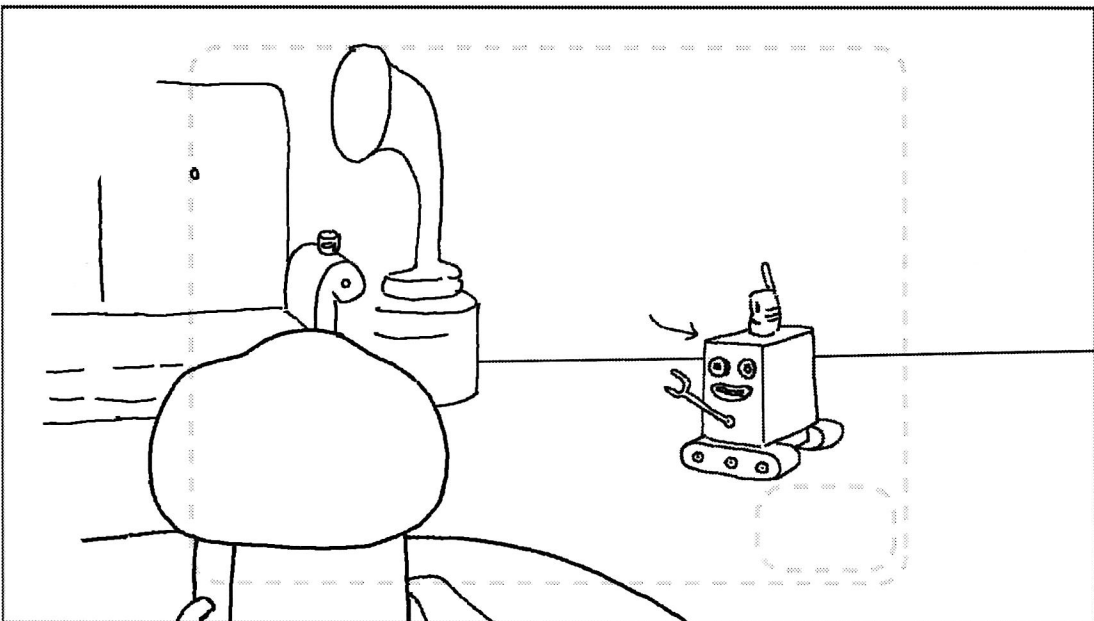


Sc. 57

Pnl. F

Bg.

day night



Dialog:

~~SFX~~ R R R .

Action:

Timing:

EPISODE #

1034-228

Production :

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ADVENTURE TIME

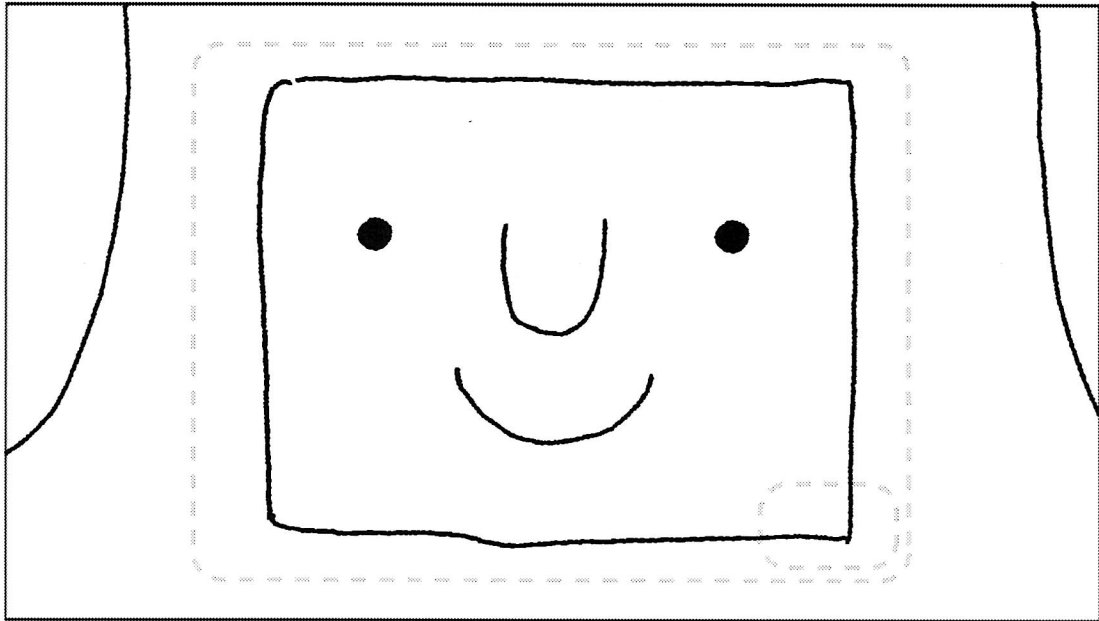


Sc. 58

Pnl. A

Bg.

day night

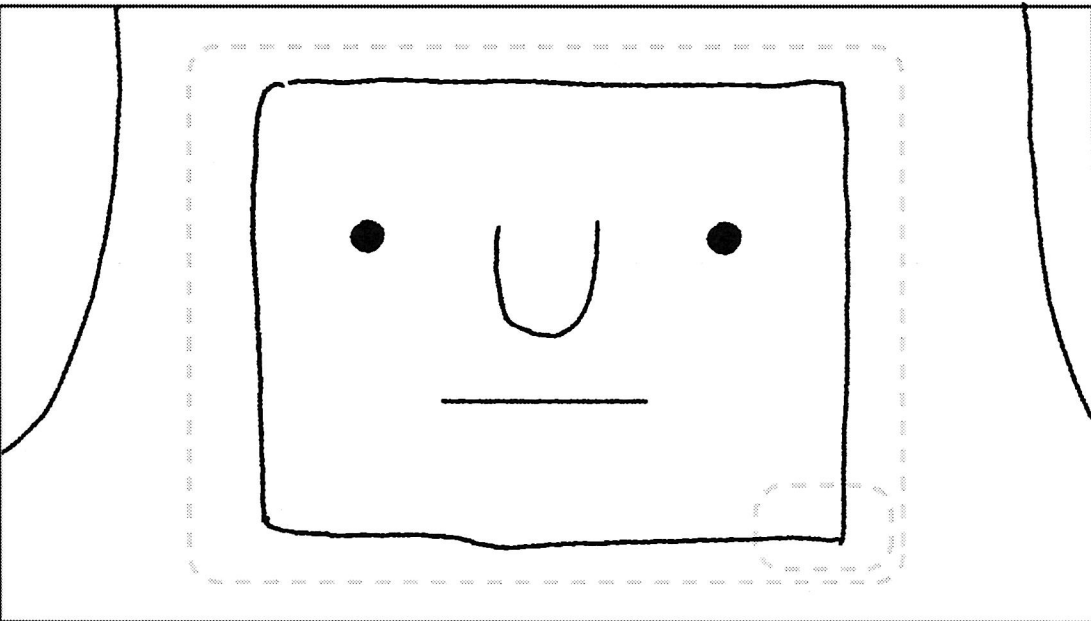


Sc. 58

Pnl. B

Bg.

day night



Dialog:	(SFX) FOOTSTEPS GOING INTO THE DISTANCE, A DOOR OPENS AND CLOSSES.
Action:	
Timing:	

EPISODE # 1034-228
Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. 59 Pnl. A Bg. day night

Dialog:	- BEAT -
Action:	- junk tower wobbles.
Timing:	

EPISODE # 1034-228

Production :

ADVENTURE TIME



Page 72

Sc.

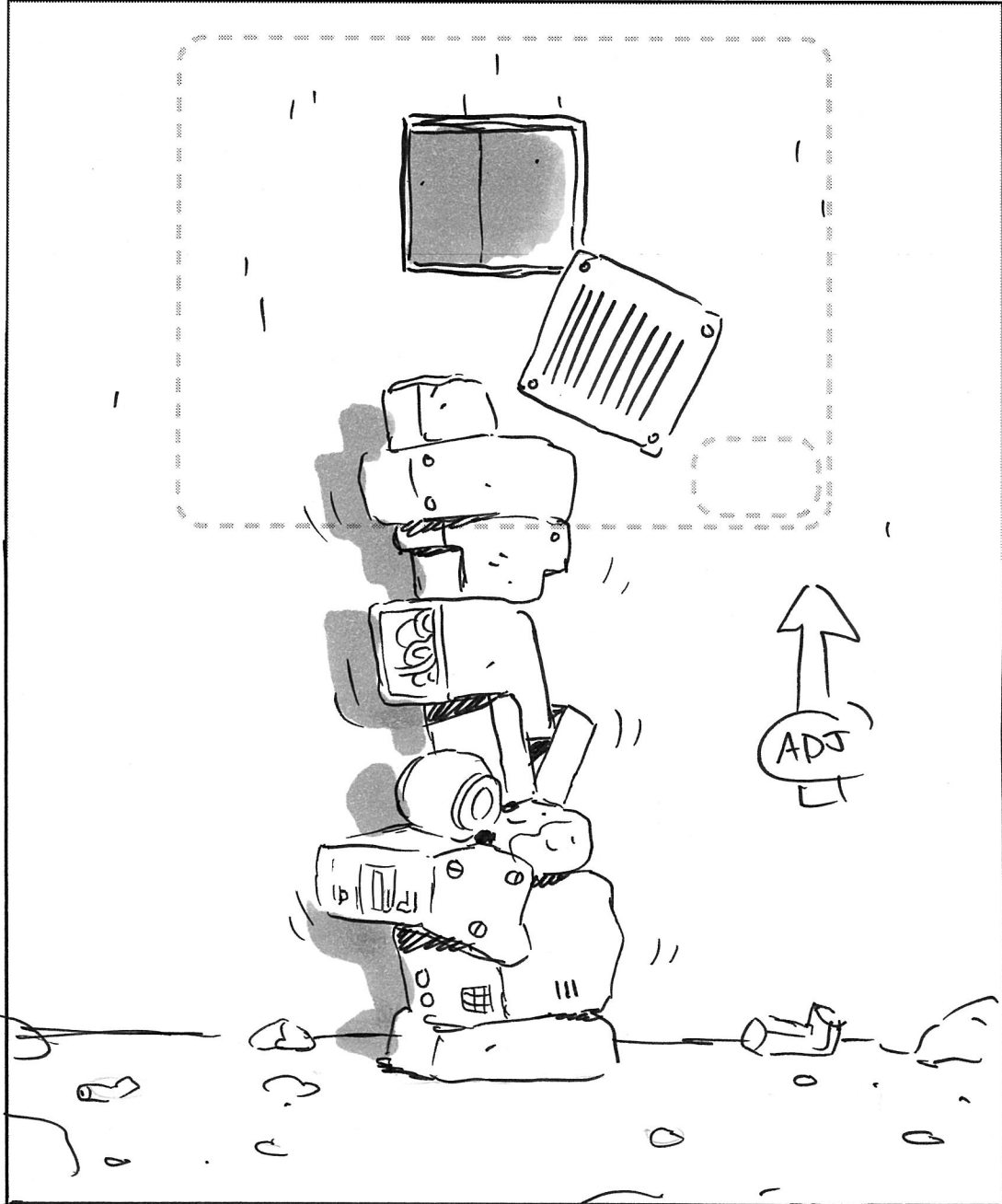
59

Pnl.

B

Bg.

day night



Dialog:

(SFX) * BMO IN VENT *

Action:

Timing:

EPISODE #

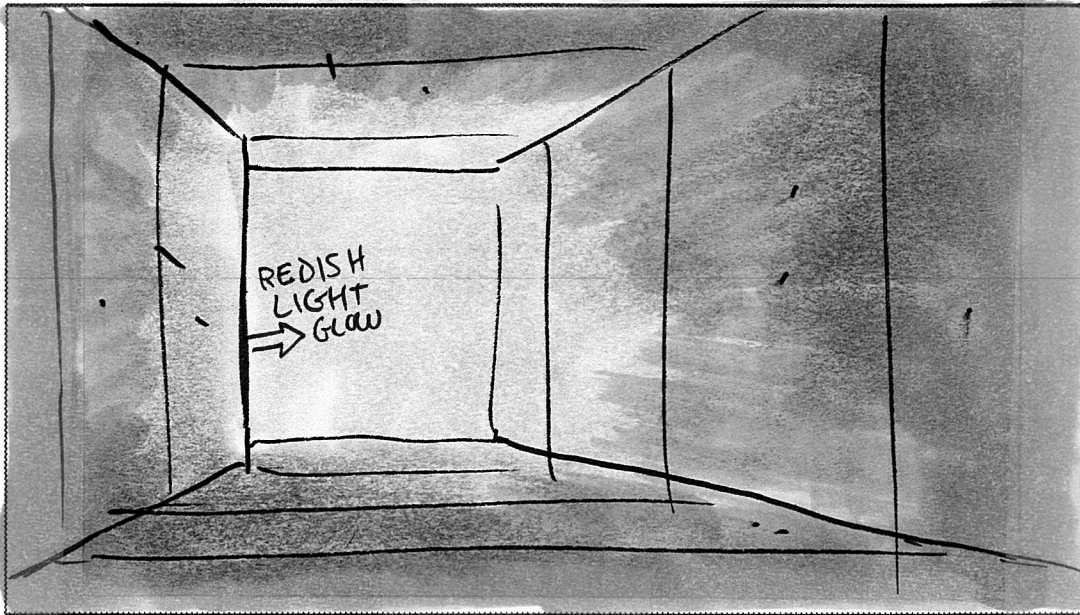
1034-228

Production :

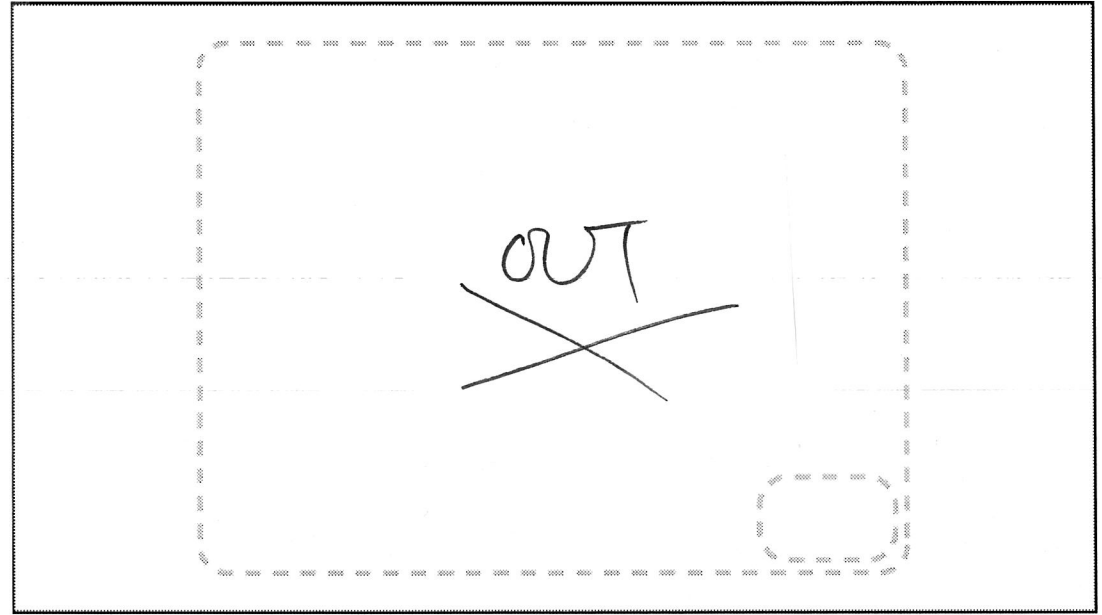
ADVENTURE TIME



Sc. 66 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:
(Sfx.) *climbing through vents*
Action:
Timing:

EPISODE #

Production :

10271-220

ADVENTURE TIME



Sc. 60 Pnl. B Bg. day night

Sc. 60 Pnl. C Bg. day night

Dialog:

Action:

Timing:

EPISODE #

Production :

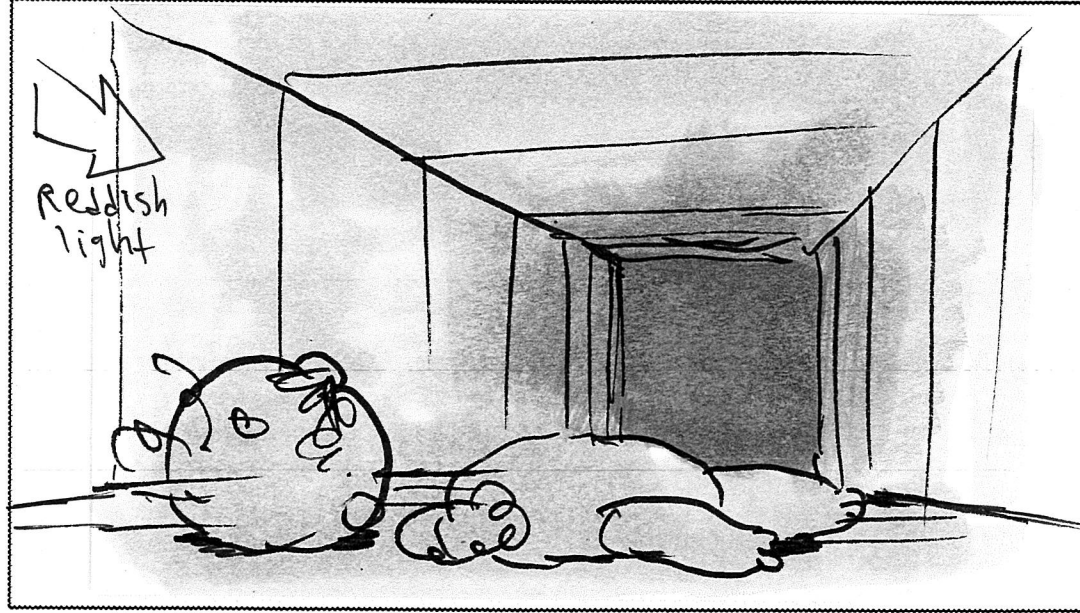
1034-228

ADVENTURE TIME

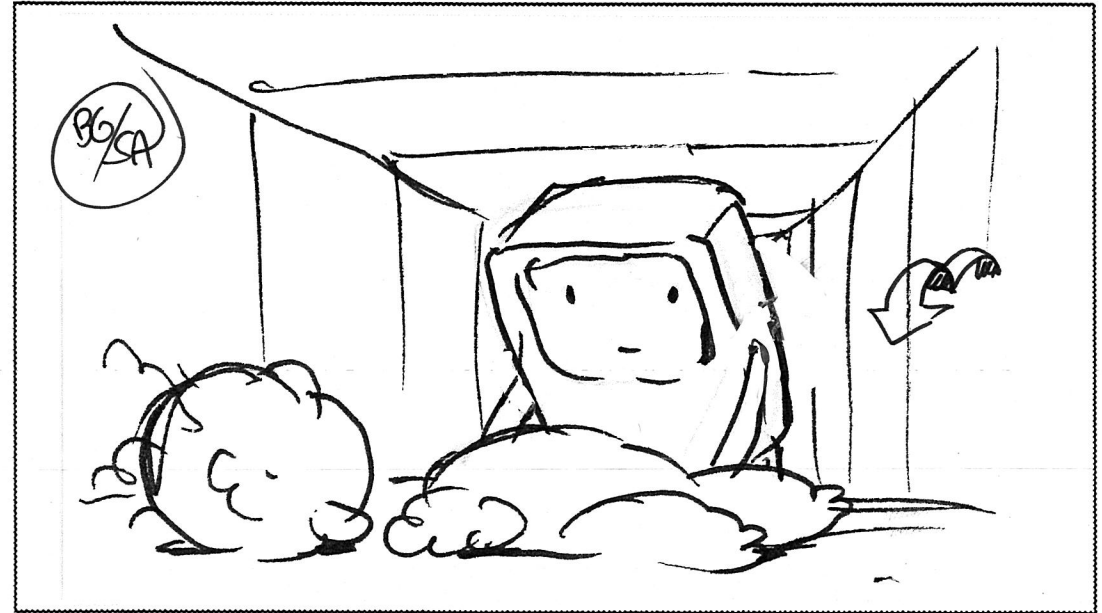


Page 75

Sc. 61 Pnl. A Bg. day night



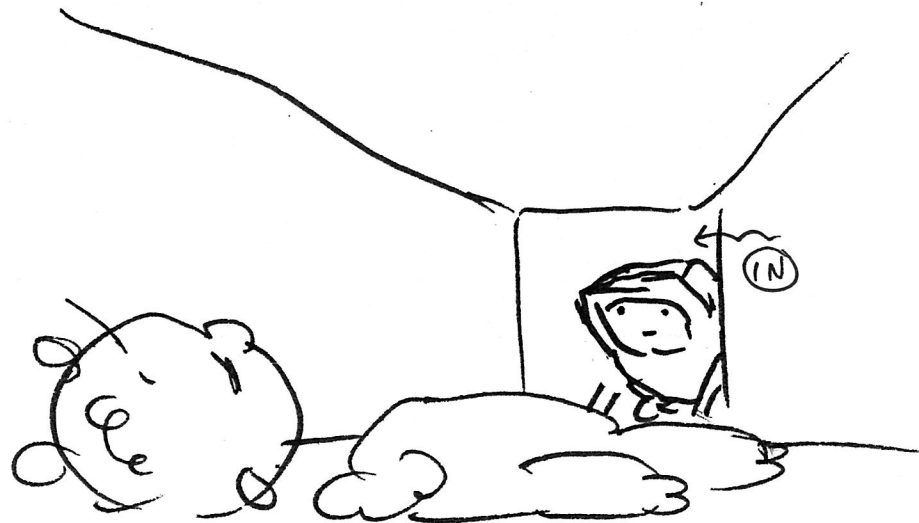
Sc. 61 Pnl. B Bg. day night



Dialog

Action

Timing



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EPISODE # 1034-228

Production :

ADVENTURE TIME



76

Page 1

Sc. 62 Pnl. A Bg. day night



Sc. 62 Pnl. B Bg. day night



Dialog:
Action: - BMO grabs doll head
Timing:

EPISODE # 1034-228
Production :

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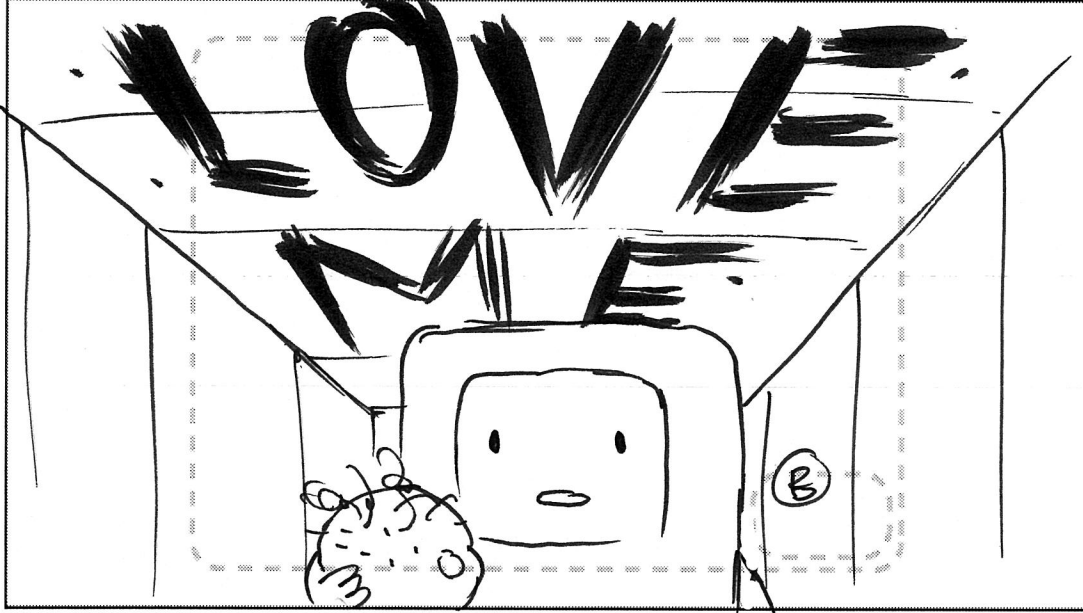
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ADVENTURE TIME

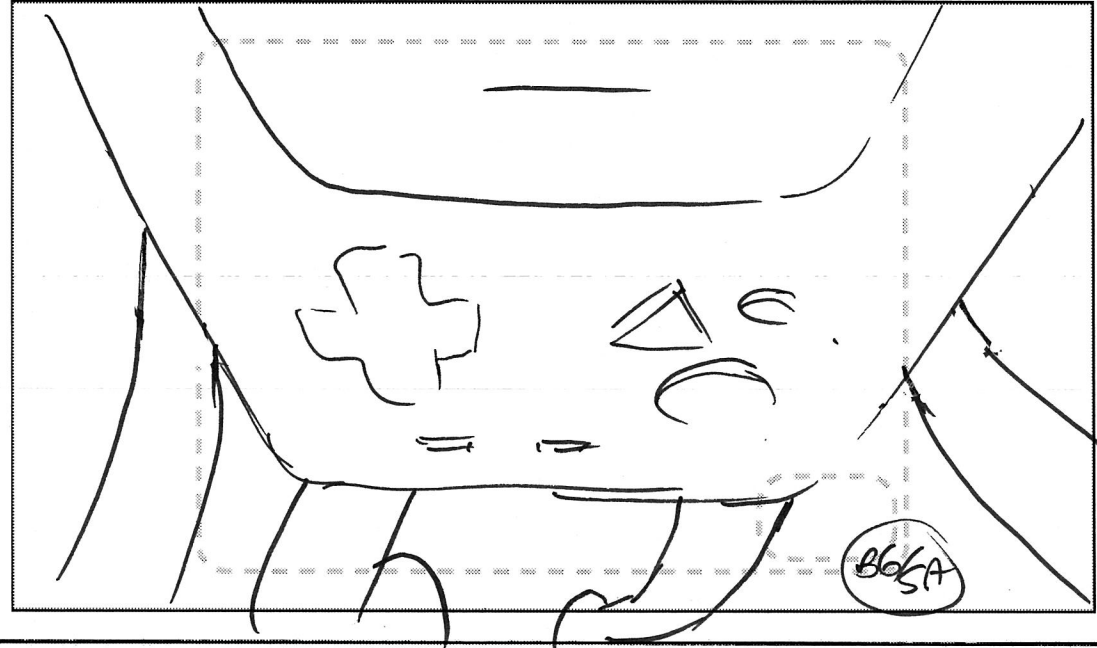


Page 77

Sc. 63 Pnl. A Bg. day night



Sc. 63 Pnl. B Bg. day night



Dialog:

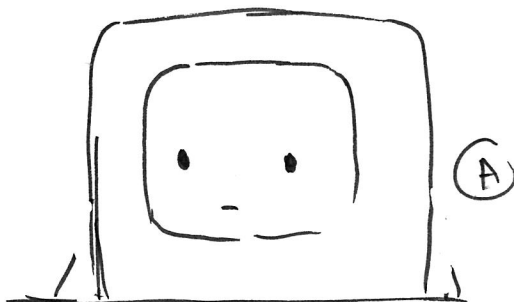
(BMO) " Probly shouldn't think
about this too much..."

Action:

(BMO) (A) (B) (A)

- BMO crawls off screen

Timing:



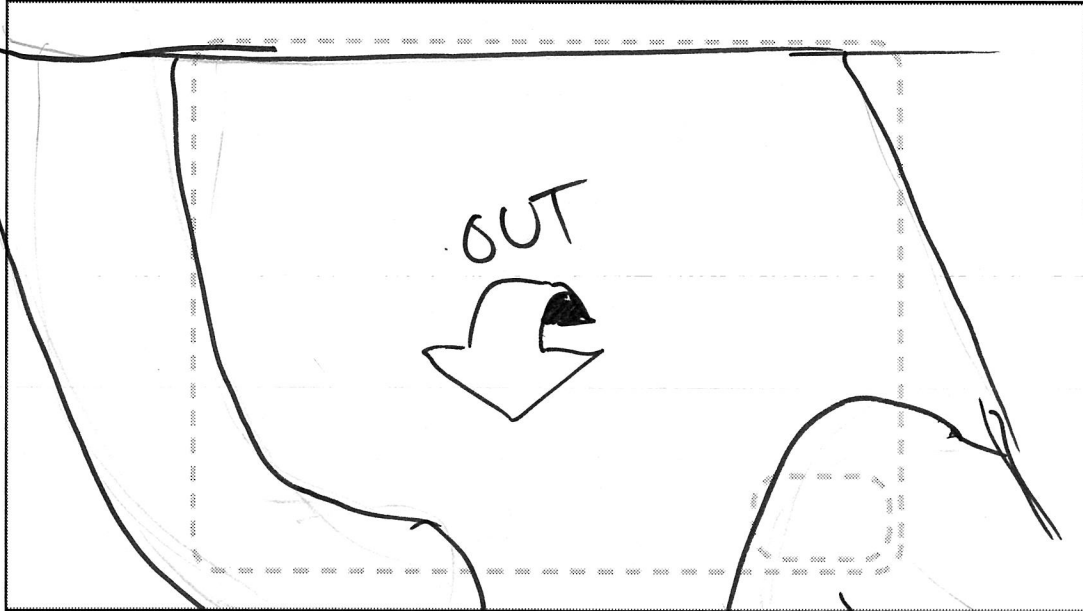
EPISODE # 1034-228

Production :

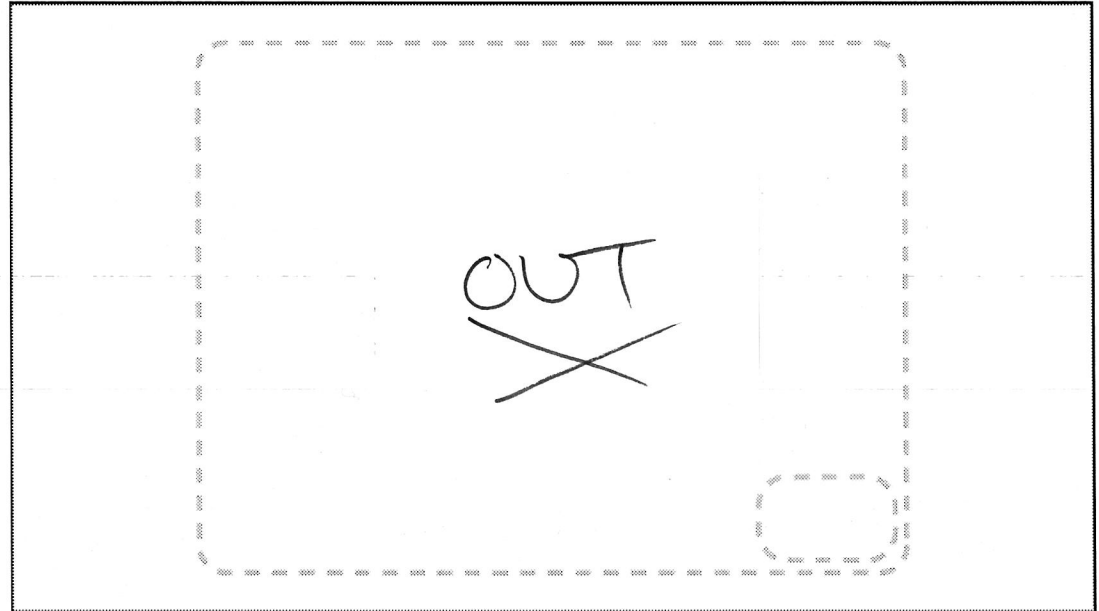
ADVENTURE TIME



Sc. 63 Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action:
Timing:

EPISODE # 1034-228
Production :

ADVENTURE TIME



79

Page ____

Sc. 64

Pnl. A

Bg.

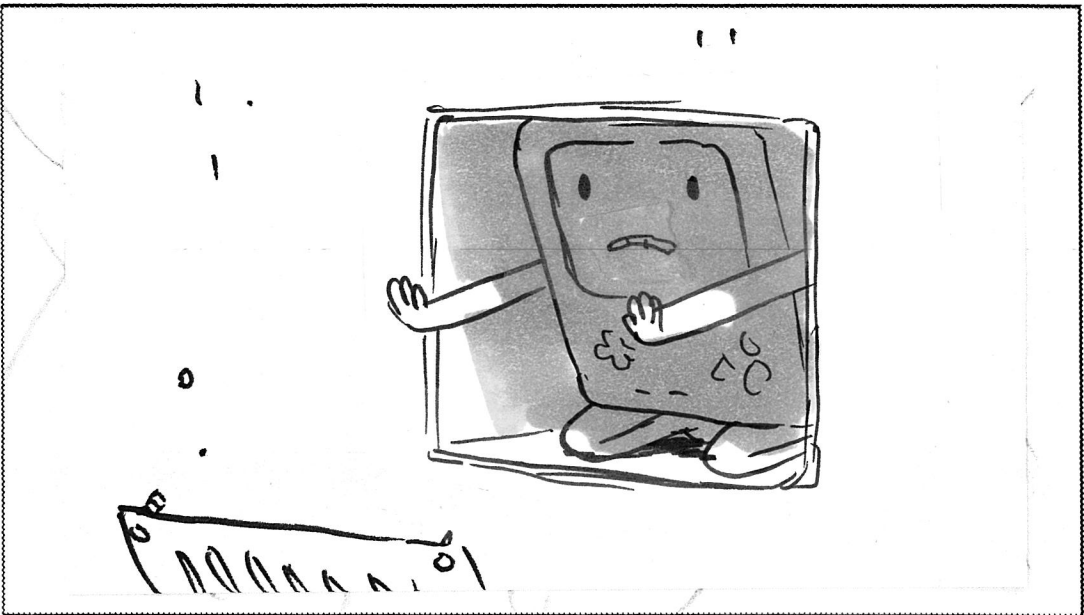
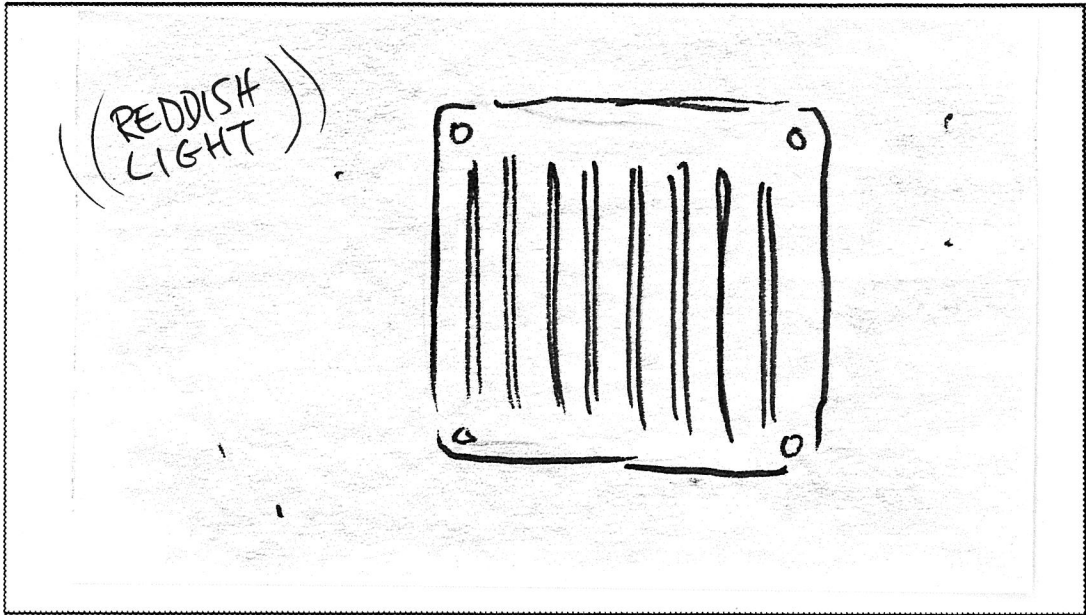
day night

Sc. 64

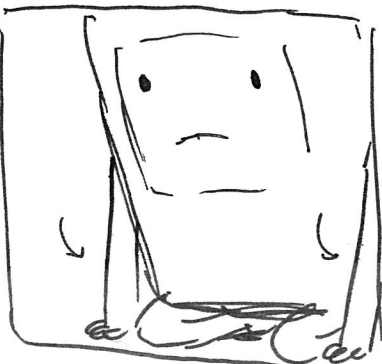
Pnl. B

Bg.

day night



Dialog:	(SFX:) clang clang	(SFX:) * smash *
Action:		- BMO smashes off vent
Timing:	(2)	



1034-228

EPISODE #

Production :

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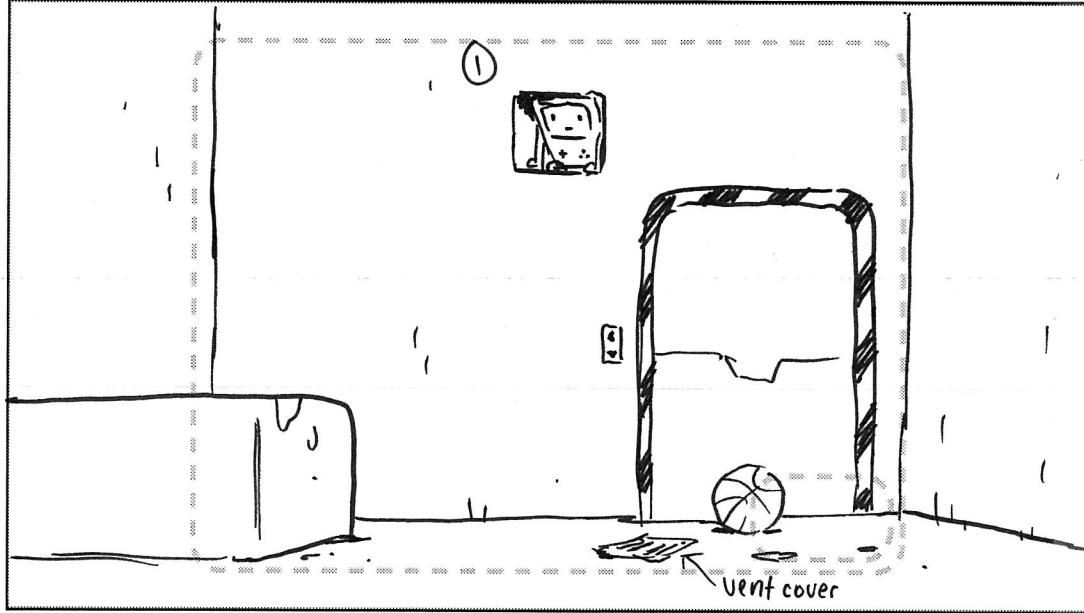
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ADVENTURE TIME

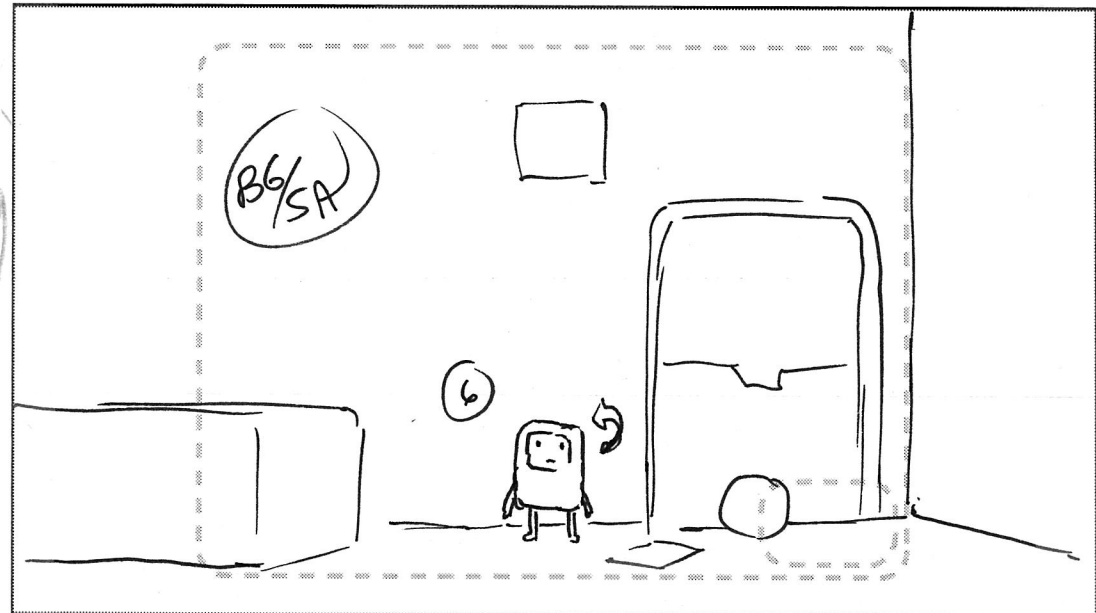


Page 80

Sc. 65 Pnl. A Bg. day night



Sc. 65 Pnl. C Bg. day night



Dialog:

Acti

Timi

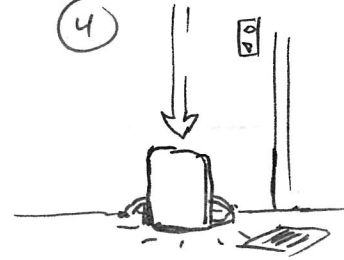
(2)



(3)



(4)



(5)



- BMO drops down from vent

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ADVENTURE TIME



Page 81

Sc.

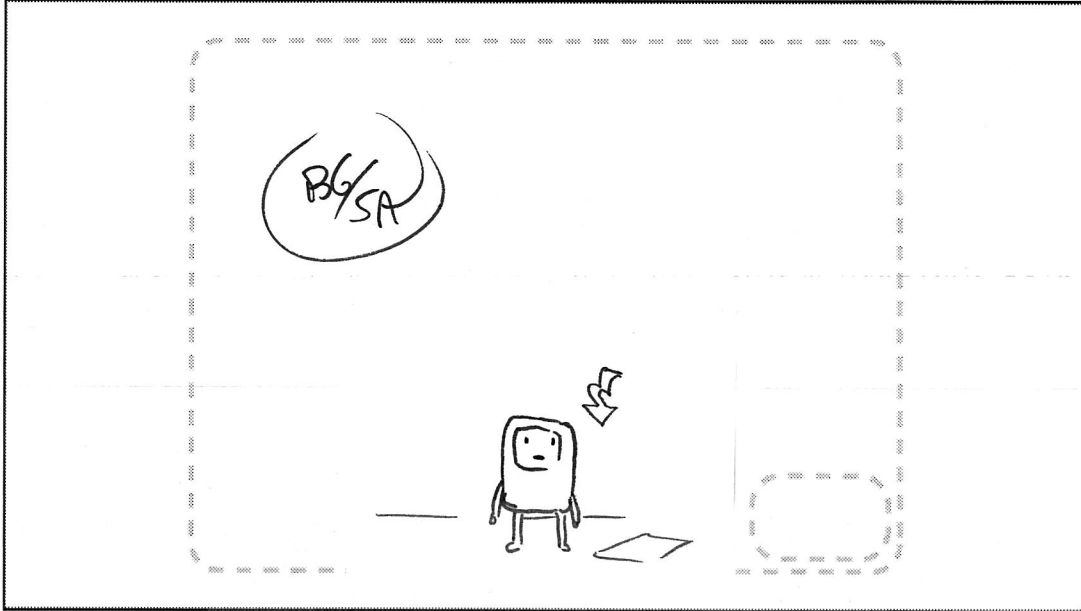
65

Pnl.

D

Bg.

day night



Sc.

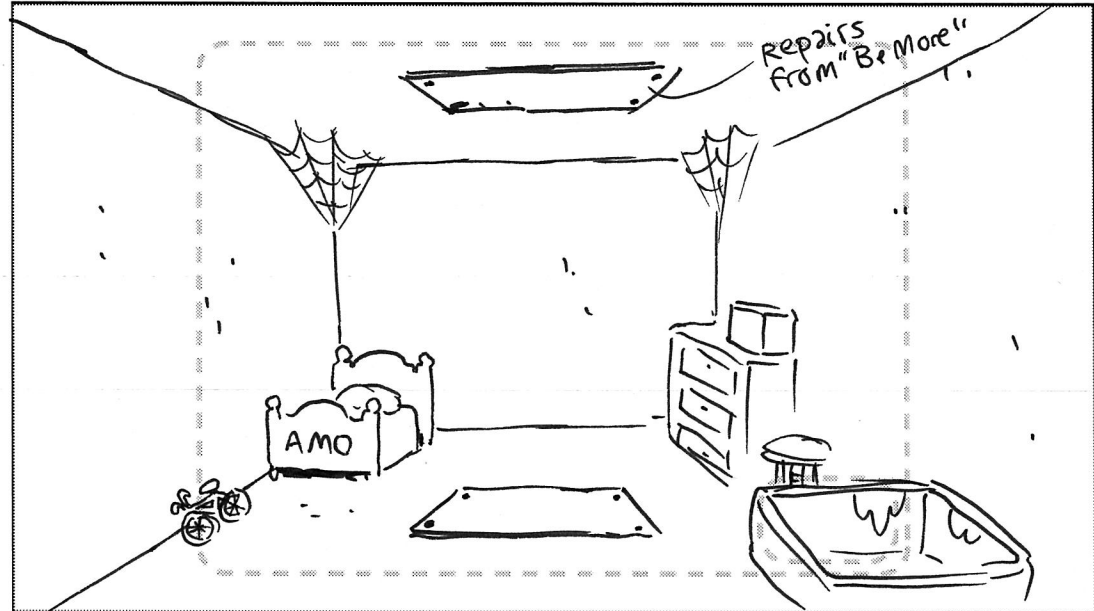
66

Pnl.

A

Bg.

day night



Dialog:

BMO Yuck.

Action: - BMO walks forward, then speaks.

Timing:

1034-228

EPISODE #

Production :

ADVENTURE TIME



Page 82

Sc.

66

Pnl.

B

Bg.

day night

Sc.

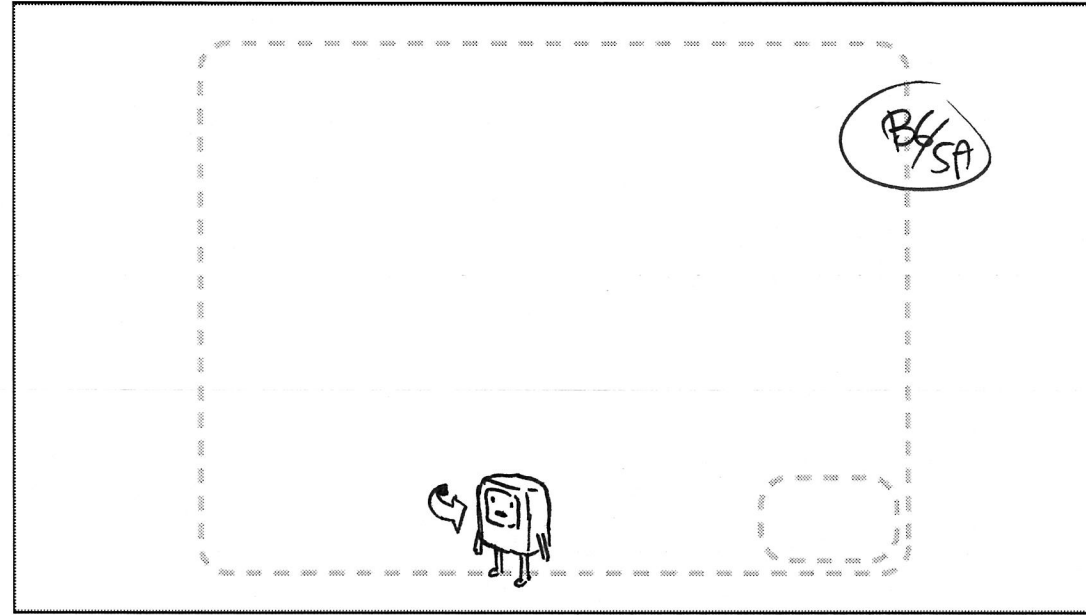
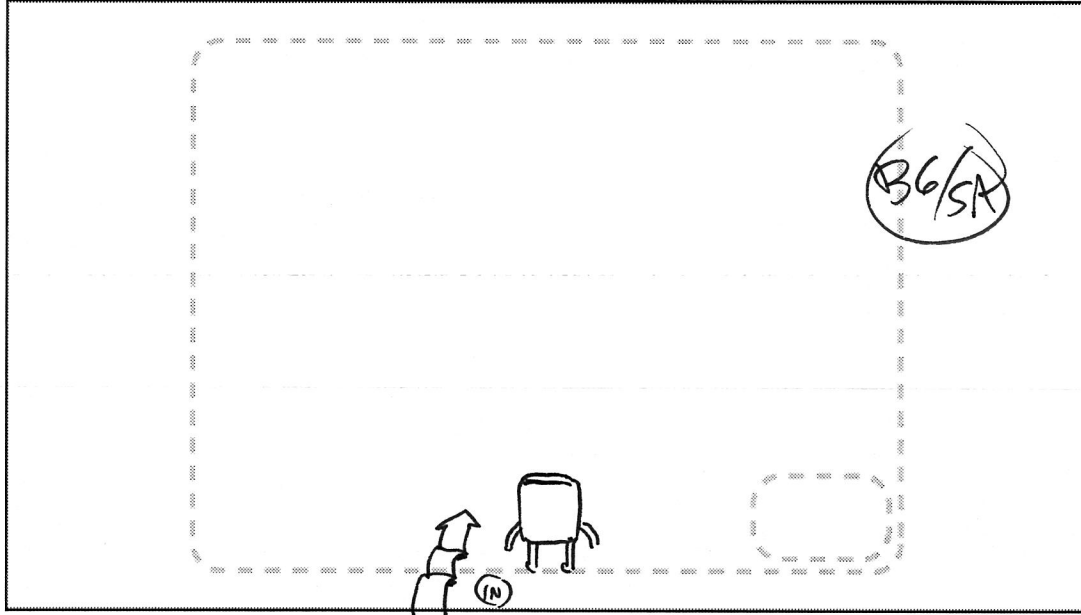
66

Pnl.

C

Bg.

day night



Dialog:

BMO → it's like a kid's room
but scary

BMO: This room gives me the
heebie jeebies straight-up.

"scary" ALT: Gross ALT: gnarly

Action:

Timing:

EPISODE #

1034-228

Production :

ADVENTURE TIME



Page 83

Sc.

66

Pnl.

D

Bg.

day night

Sc.

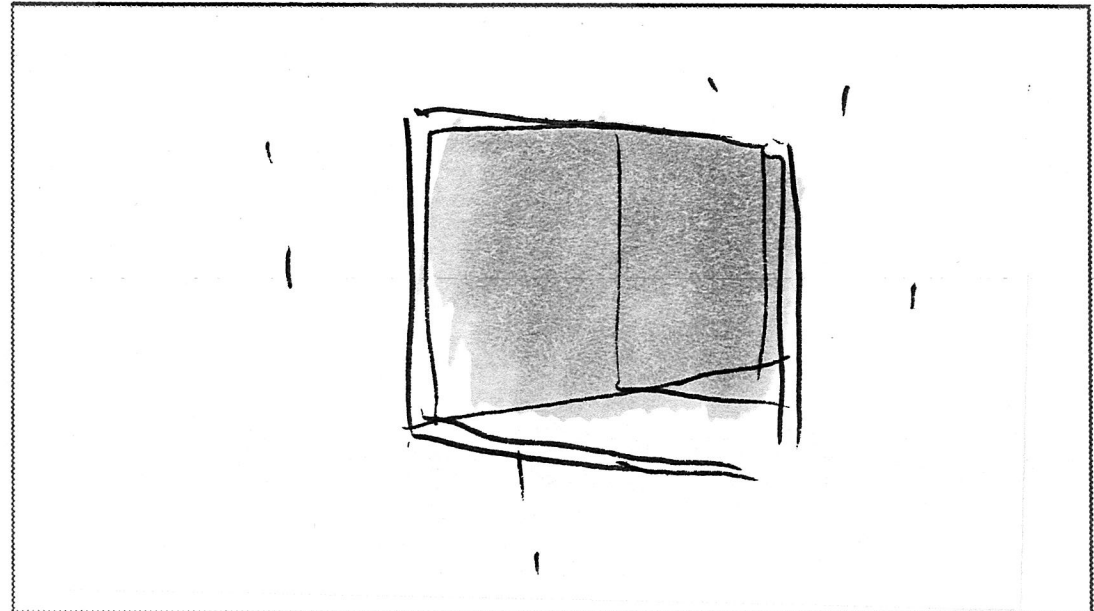
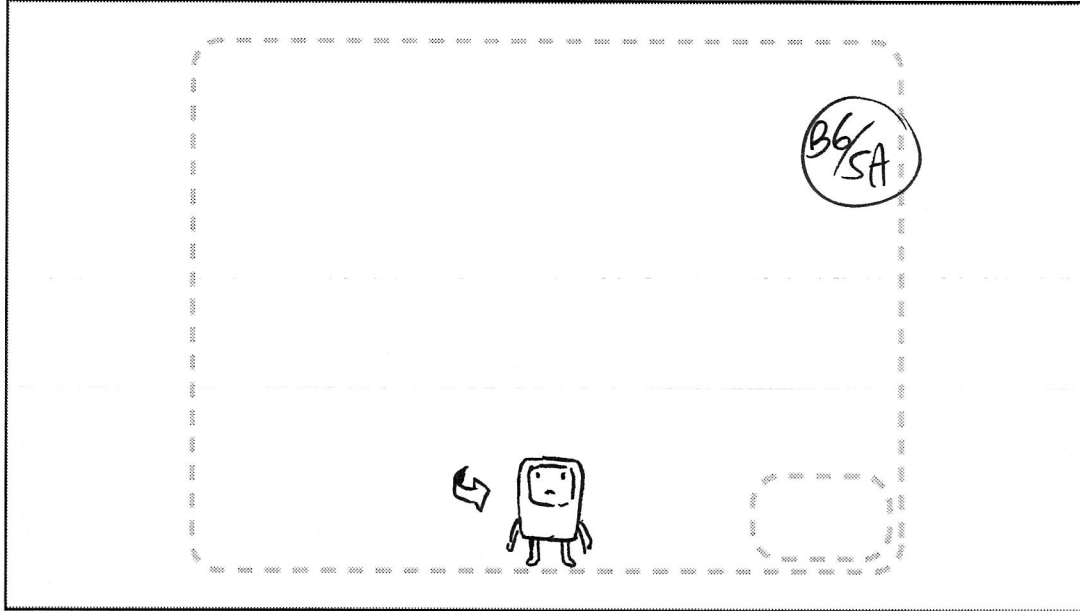
67

Pnl.

A

Bg.

day night



Dialog:

ALLMOOS: It is the room of AMO, —————
(through VENT)

the 1st, eldest of
our siblings.

Action:

- BMO looks up to vent.

Timing:

1034-228

EPISODE #

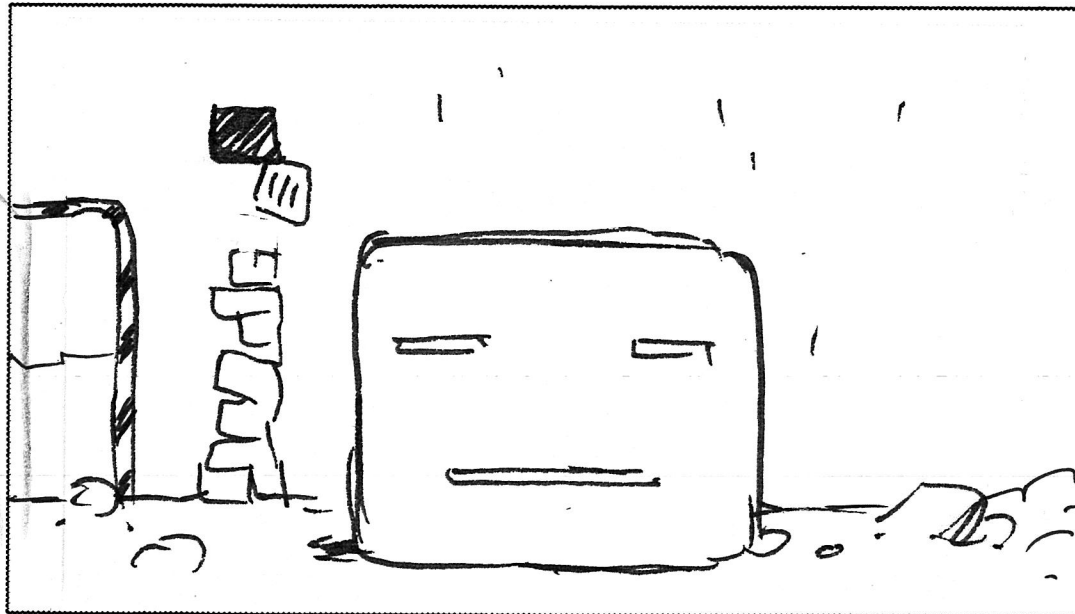
Production :

ADVENTURE TIME

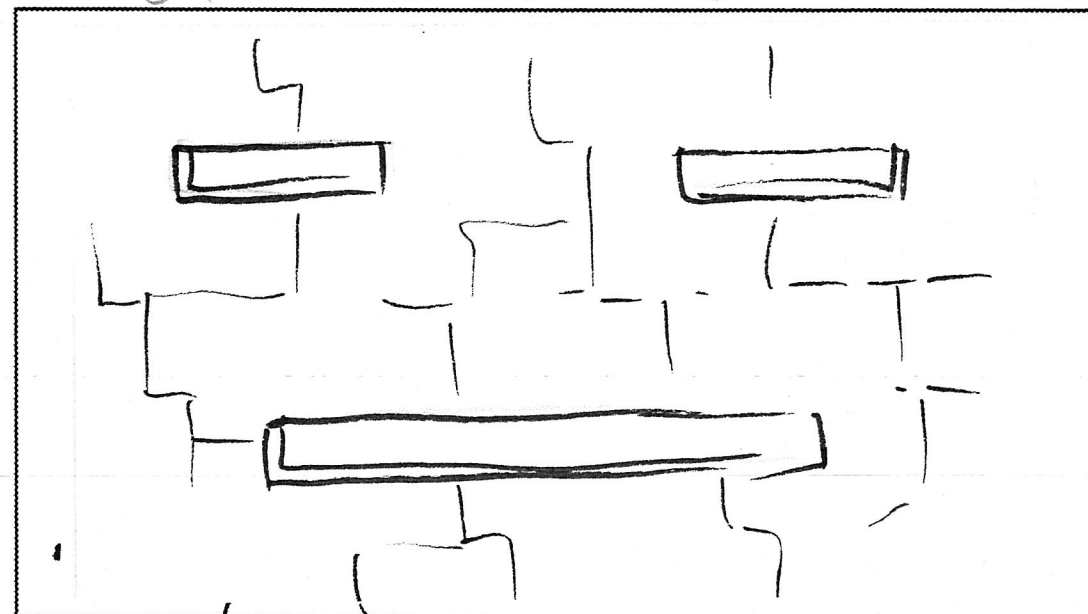


Page 84

Sc. 68 Pnl. A Bg. day night



Sc. 69 Pnl. A Bg. day night



Dialog:

ALCmo:

Like you, he
too was
Special -

Action:

Timing:

(MO+) As you were
built to give love,
So AMO was
built to receive.

EPISODE # 1034-228

Production :

ADVENTURE TIME



85

Page _____

Sc.

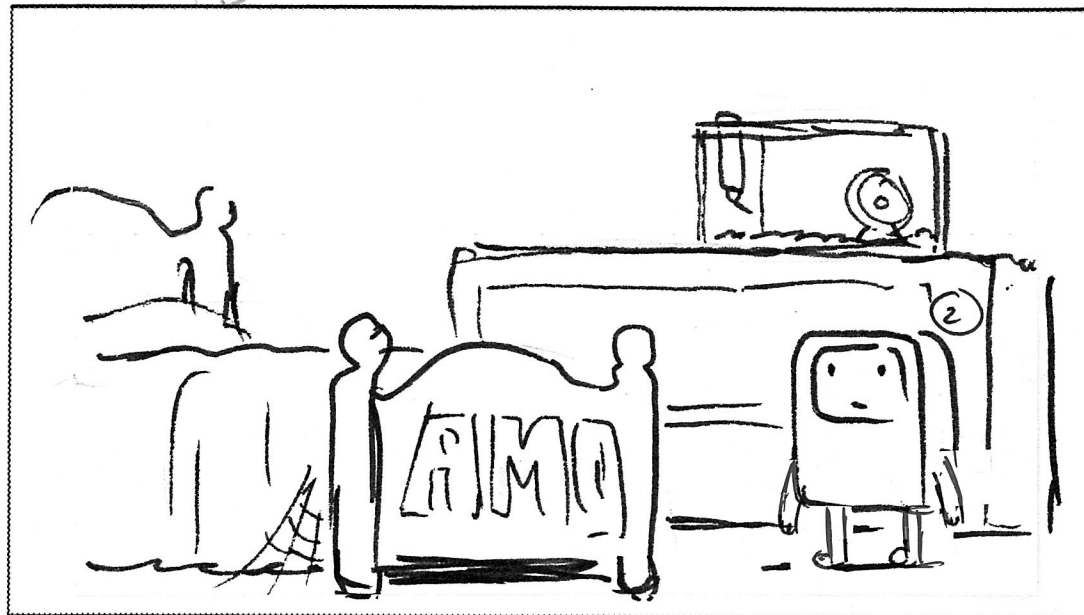
70

Pnl.

A

Bg.

day night



Sc.

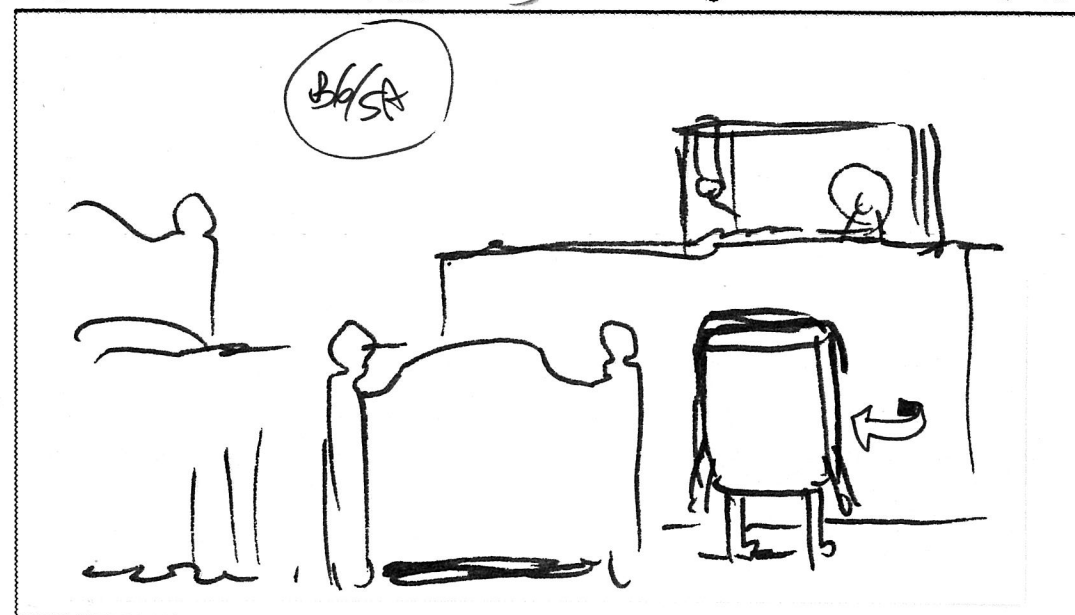
70

Pnl.

B

Bg.

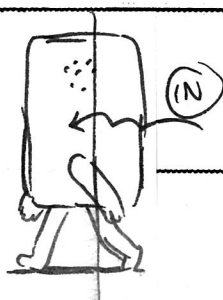
day night



Dialog:

Action:

Timing:



ALLMO But he
could not think
outside his
programming, and
was blinded by
his need. Such is the

1034-228

EPISODE #

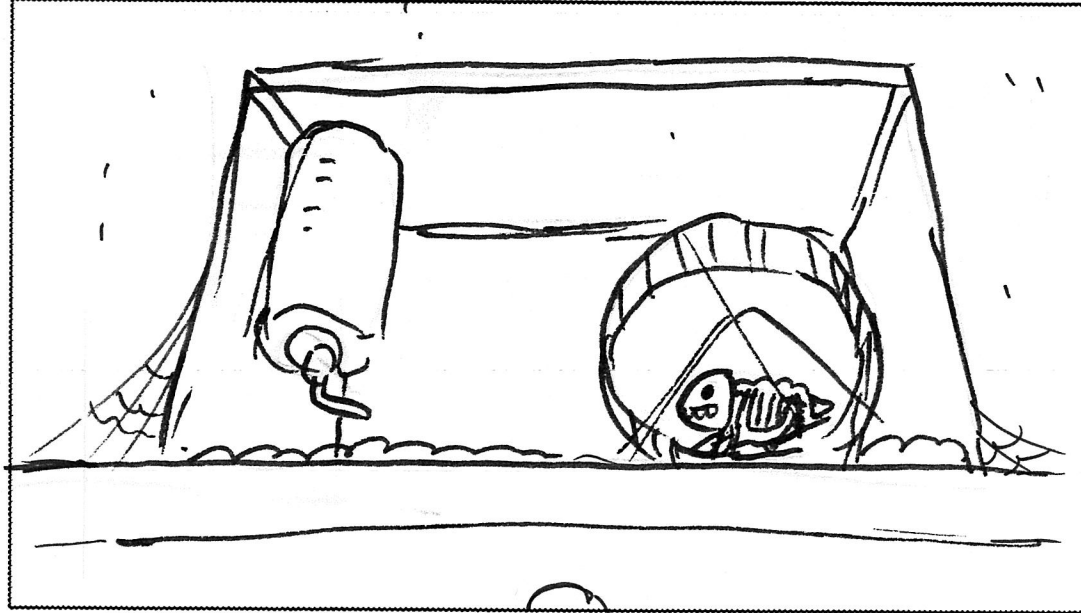
Production :

ADVENTURE TIME

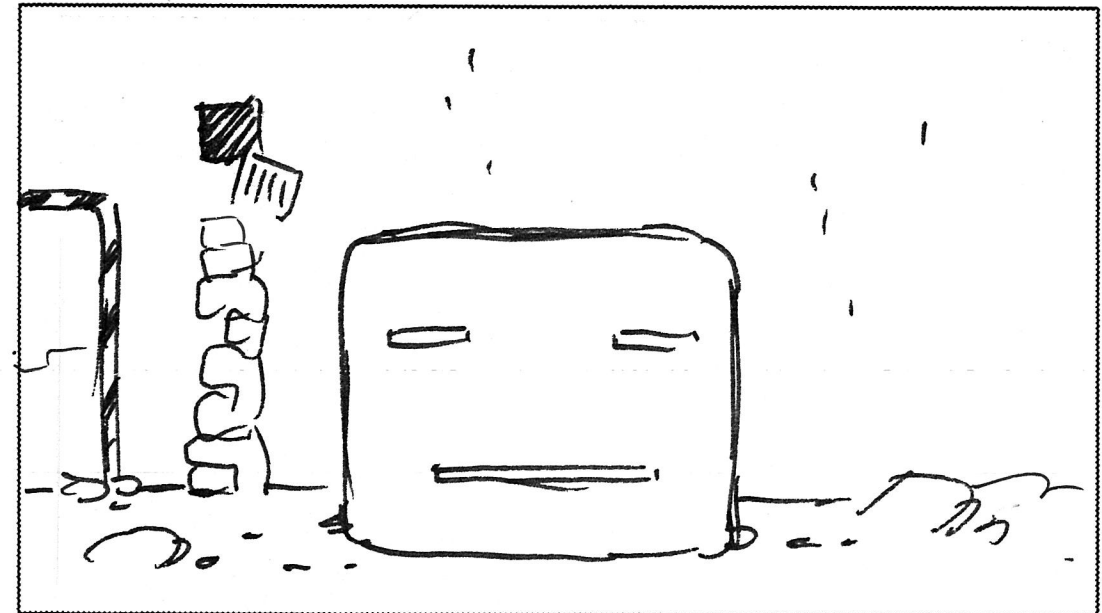


Page 84

Sc. 71 Pnl. A Bg. day night



Sc. 72 Pnl. A Bg. day night



Dialog:

ALL MO (OS) → cruel
physics of Love,
that those who
crave it most will
repel it -

Action:

Timing:

ALL MO: and only the
dang rich
get richer.

EPISODE # 1034-228

Production :

ADVENTURE TIME



87

Page _____

Sc.

72

Pnl.

B

Bg.

day night

Sc.

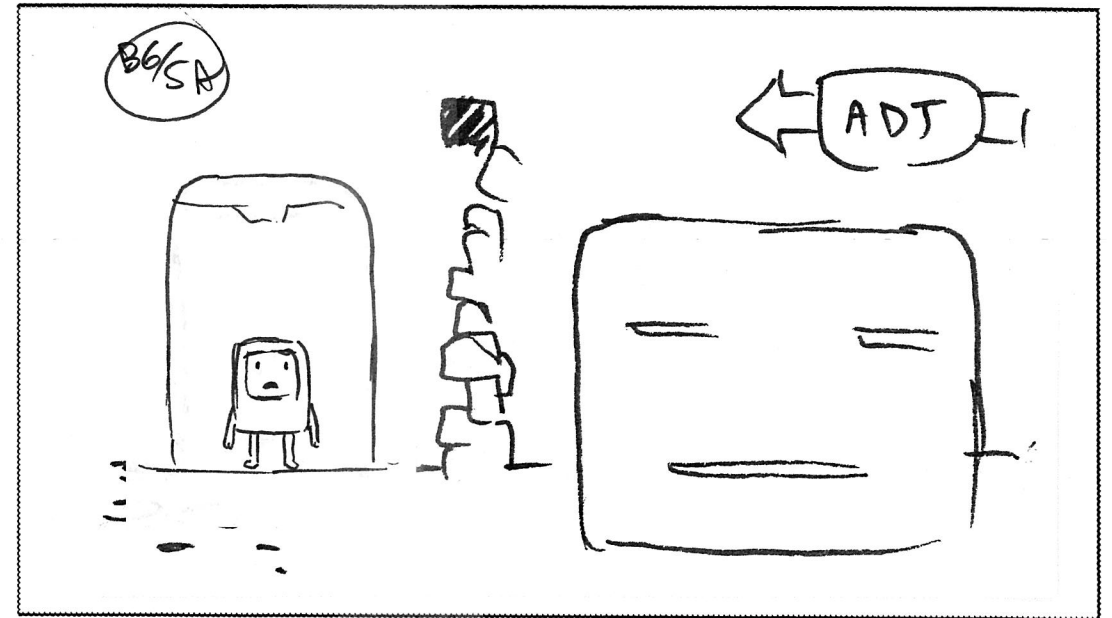
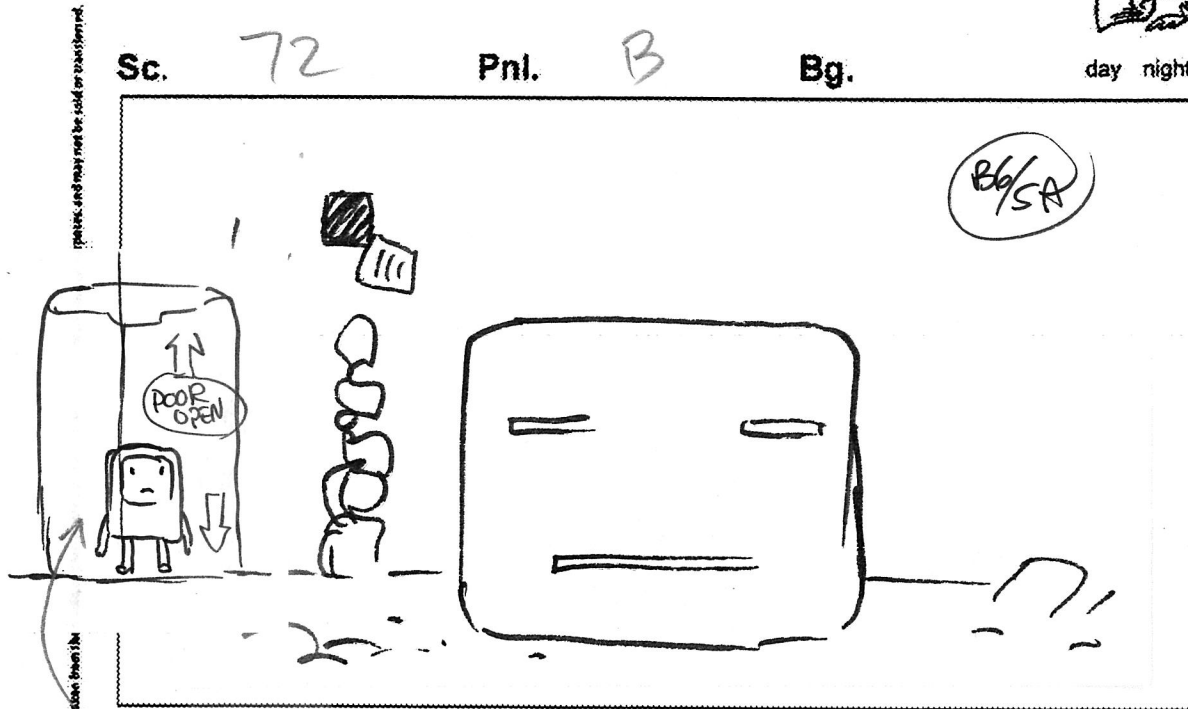
72

Pnl.

C

Bg.

day night

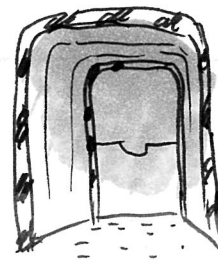


Dialog:

HALLWAY
(NOT AMO'S ROOM)

Action:

Timing:



something
like
this

(BMO:) that is cruel.

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ADVENTURE TIME



Page 88

Sc.

72

Pnl.

D

Bg.

day night

Sc.

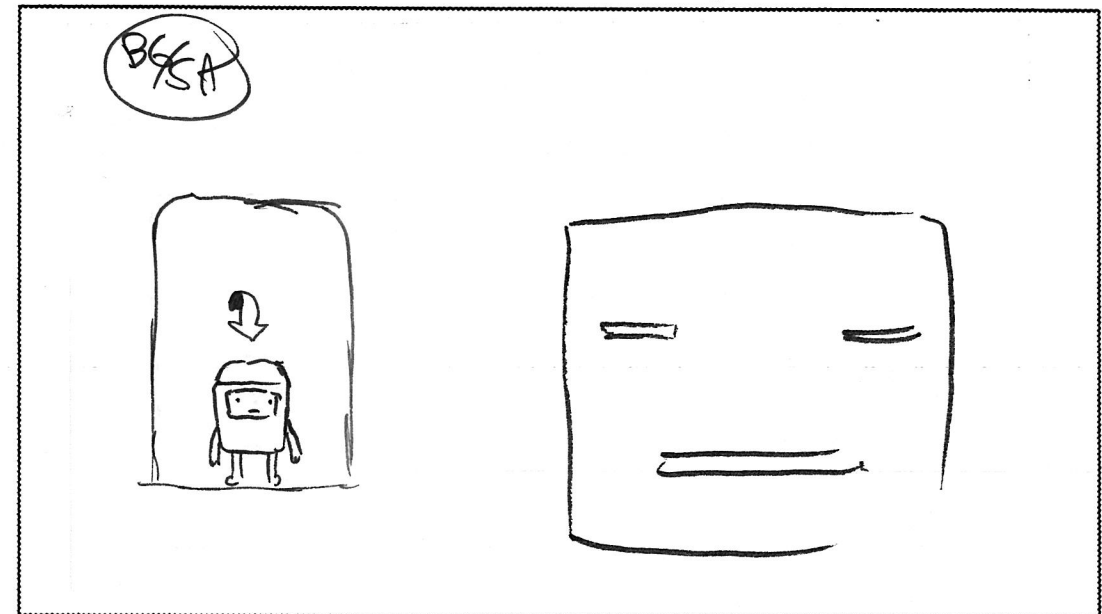
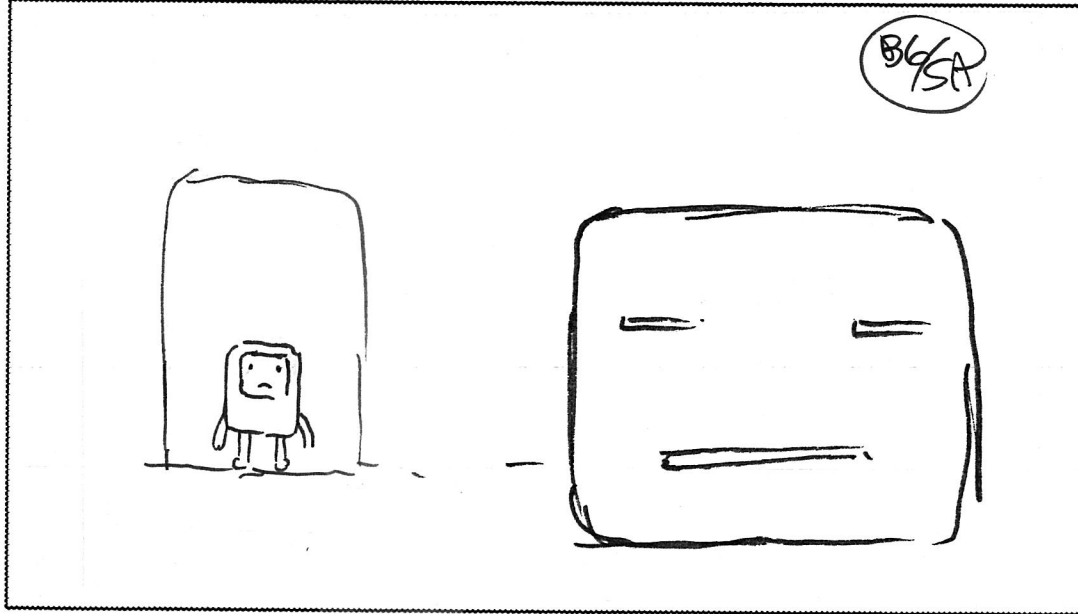
72

Pnl.

E

Bg.

day night



Dialog:

ALUMO: yes...

Action:

Timing:

1034-228

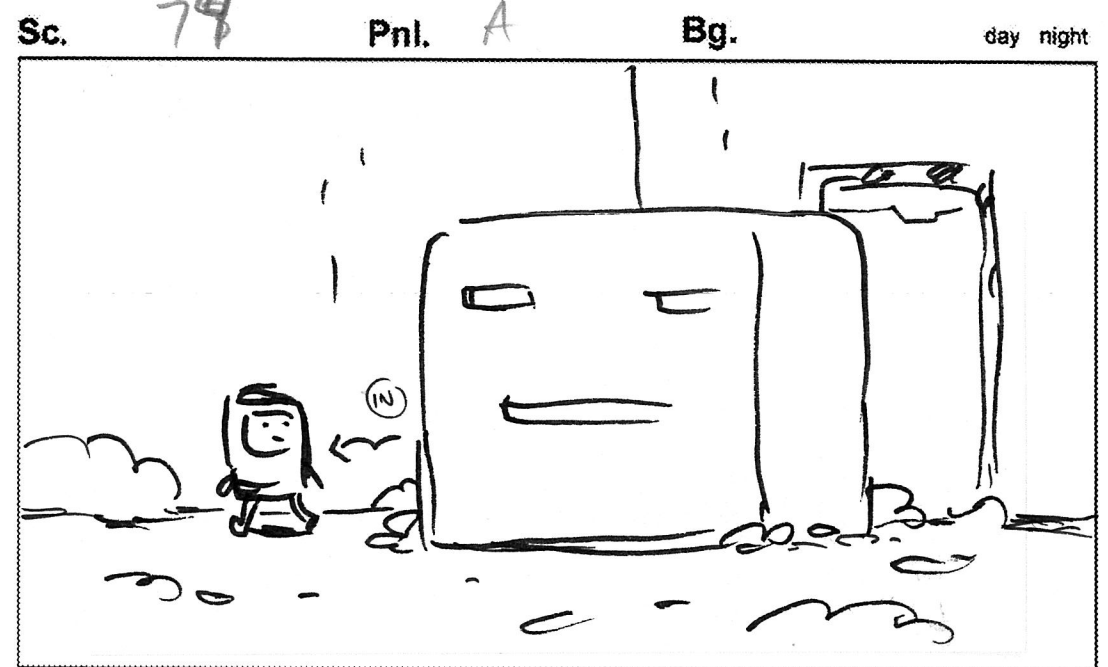
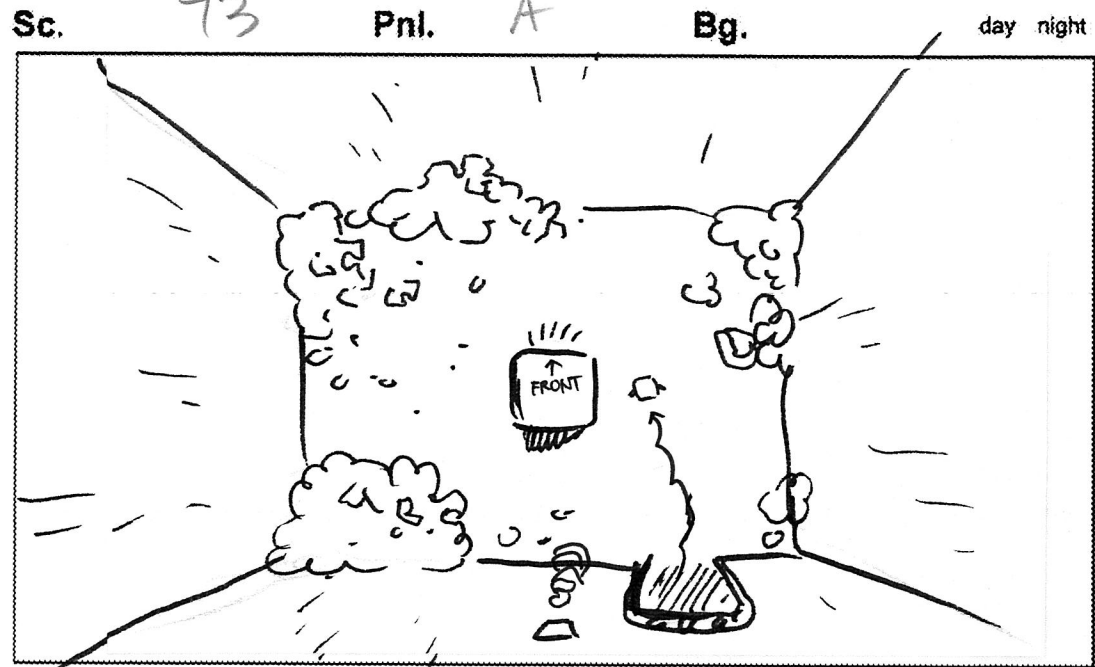
EPISODE #

Production :

ADVENTURE TIME



Page 89



Dialog:	(BMO) Well maybe, as my birthday present, I can ask Moe to fix AMO?	(ALMO) Ask Moe? But this is impossible -
Action:		
Timing:		

EPISODE # 1034-228

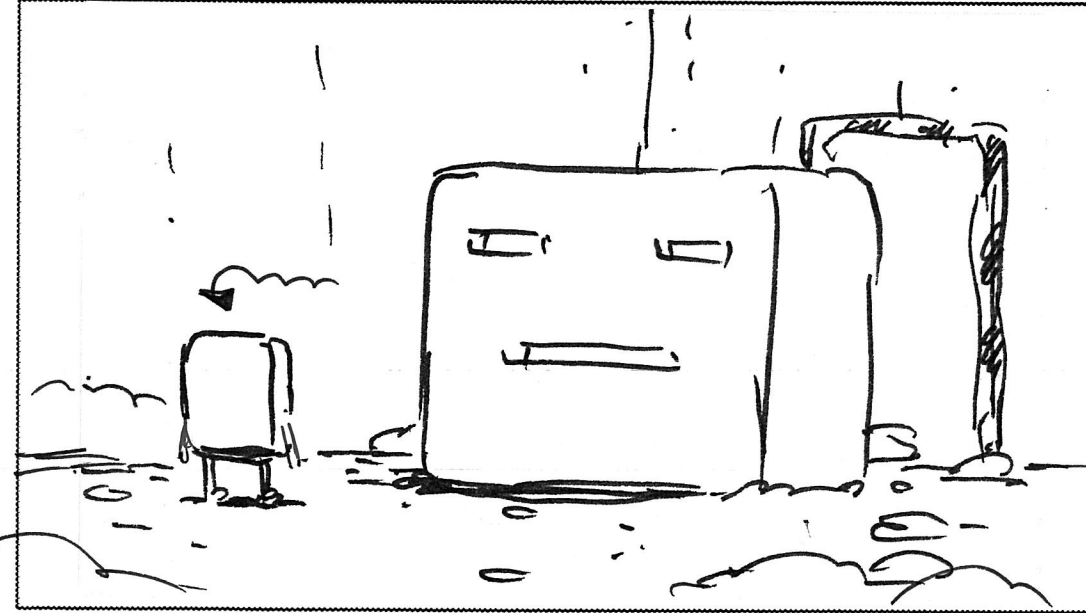
Production :

ADVENTURE TIME

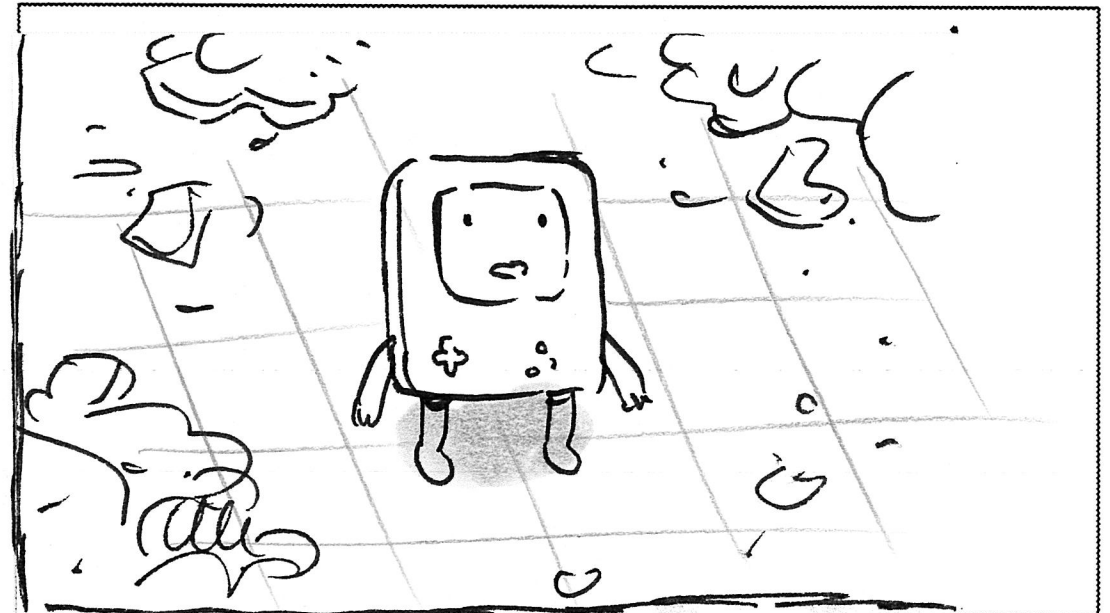


Page 90

Sc. 74 Pnl. B Bg. day night



Sc. 75 Pnl. A Bg. day night



Dialog:	(AM) Moe went offline yesterday and has not relogged. Our sensors would know.	(BMO) But... he's at my house right now with Finn and Jake.
Action:		
Timing:		

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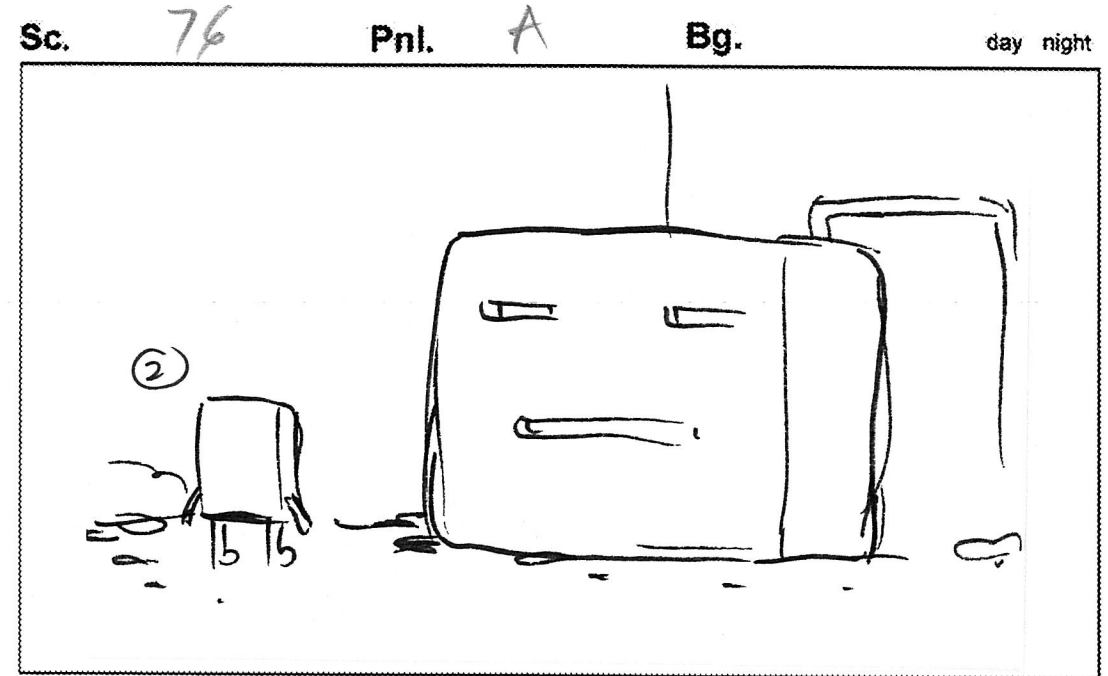
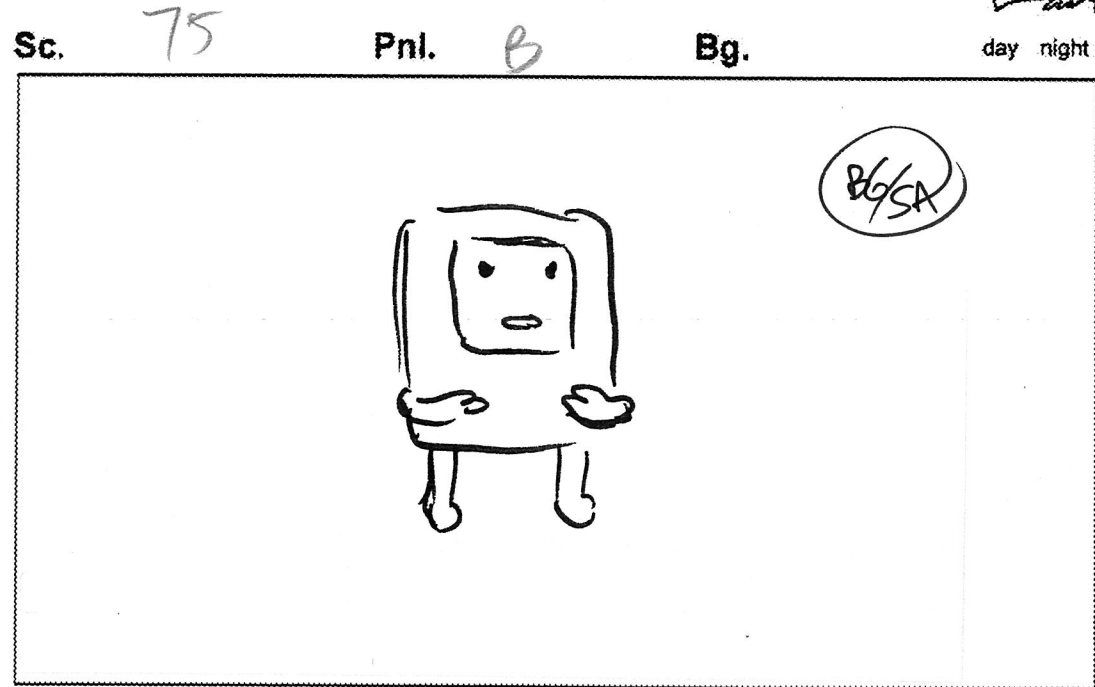
EPISODE # 1034-228

Production :

ADVENTURE TIME



Page 91



Dialog:	(BMO) He got a new body.	(ALMO) oh... oh dear
Action:		
Timing:		

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EPISODE #

Production :

ADVENTURE TIME



Page 92

Sc.

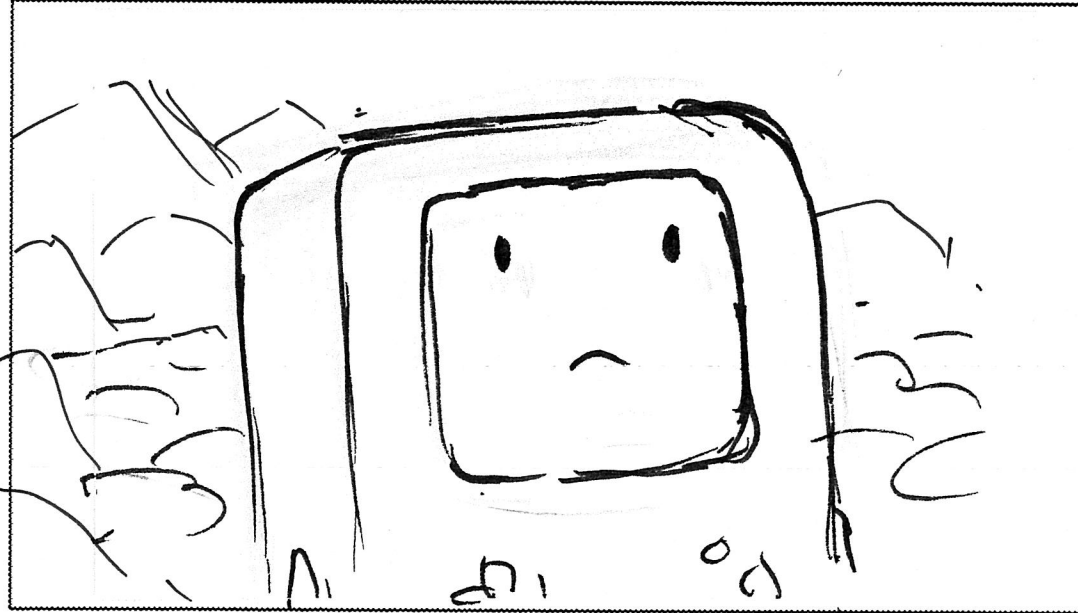
77

Pnl.

A

Bg.

day night



Sc.

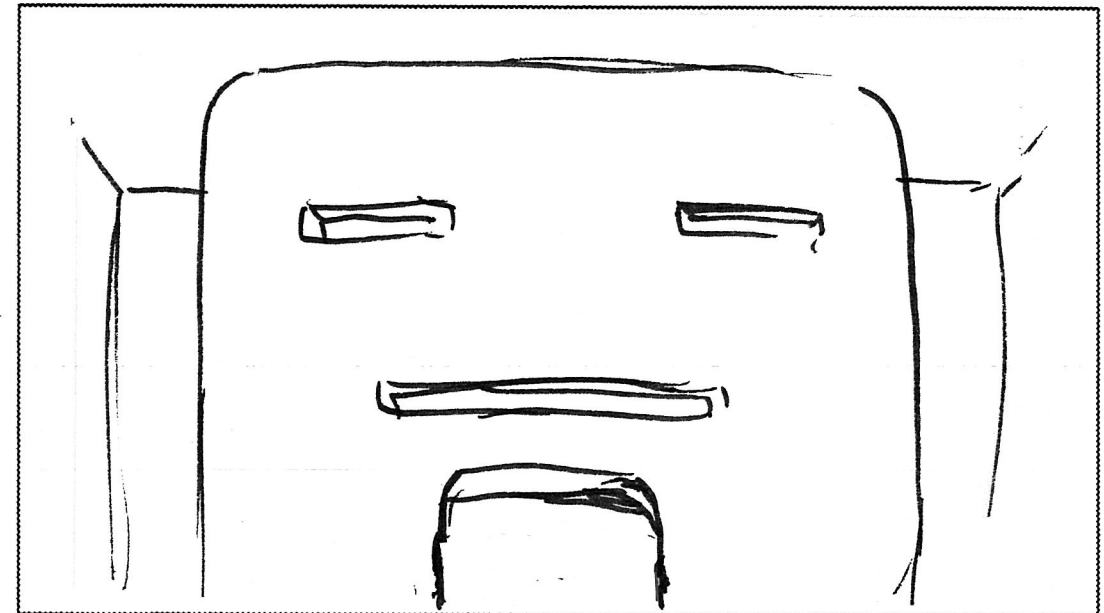
78

Pnl.

A

Bg.

day night



Dialog:

ALLMO
OS

oh dear
oh dear...

Action:

Timing:

ALLMO

BMO did
this new
body happen to
have jagged
prongs →

EPISODE # **1034-228**

Production :

ADVENTURE TIME



93

Sc.

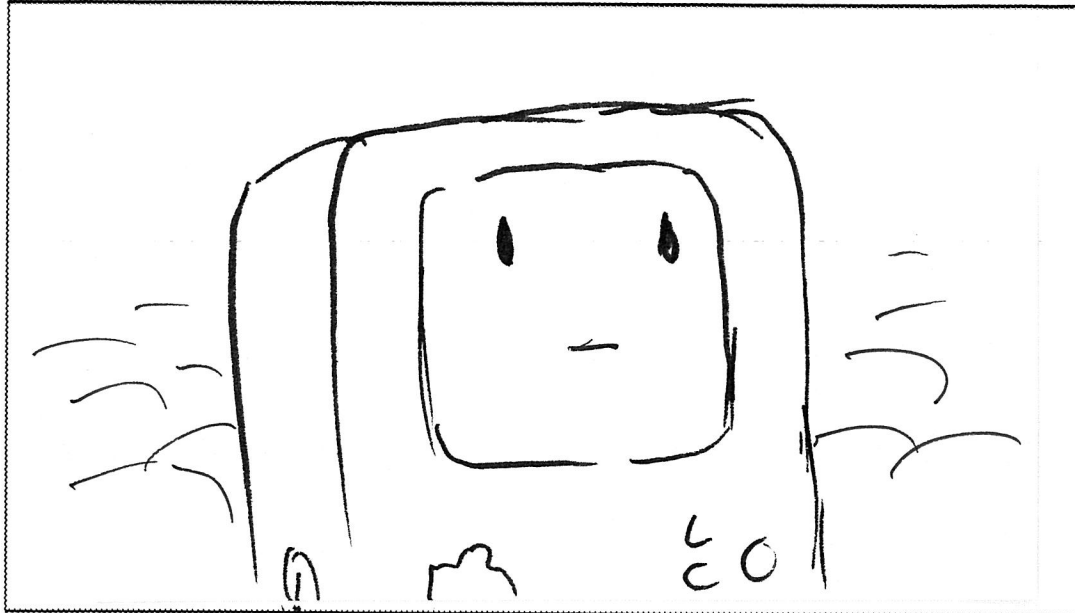
79

Pnl.

A

Bg.

day night



Sc.

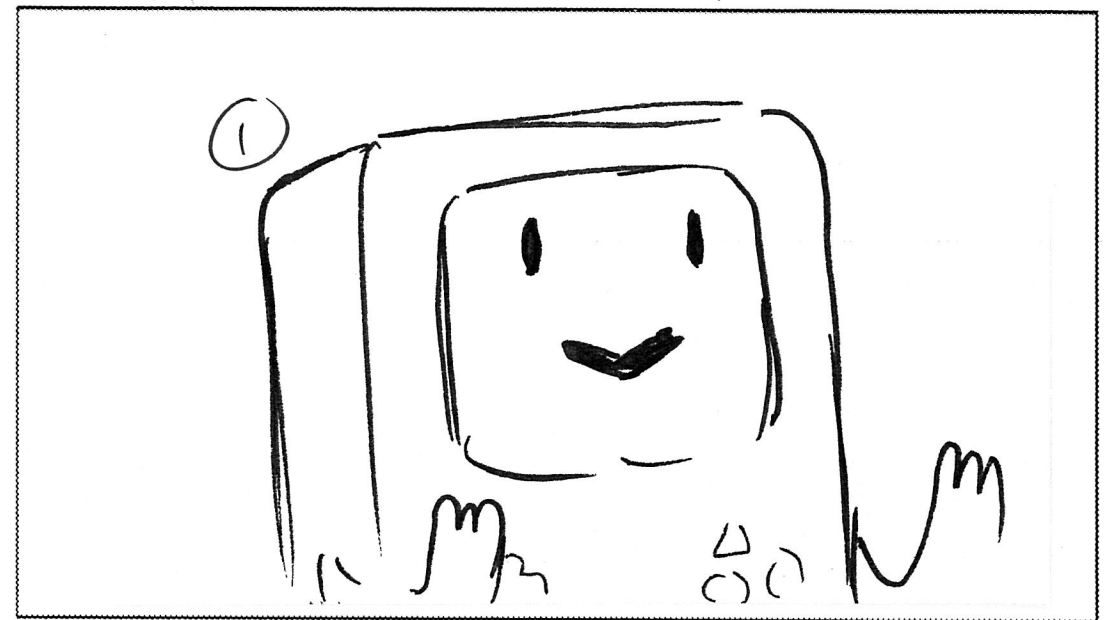
79

Pnl.

B

Bg.

day night



EPISODE # 1034-228

Dialog:

→ and a
cannon phaser
on top of
its head?

Action:

Timing:

(BMO) What? No - no.
② - haha



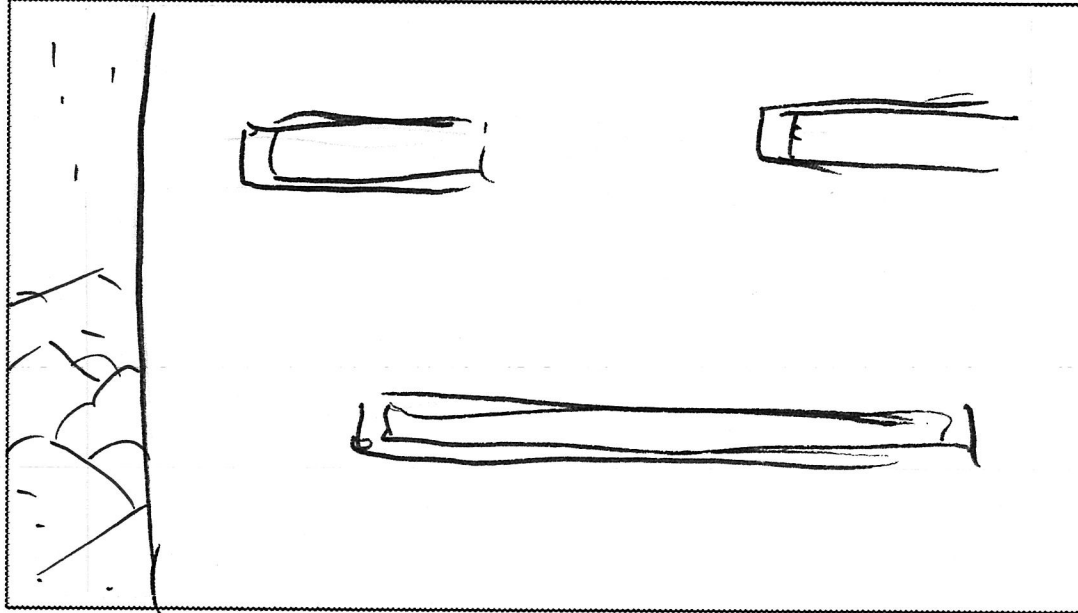
Production :

ADVENTURE TIME

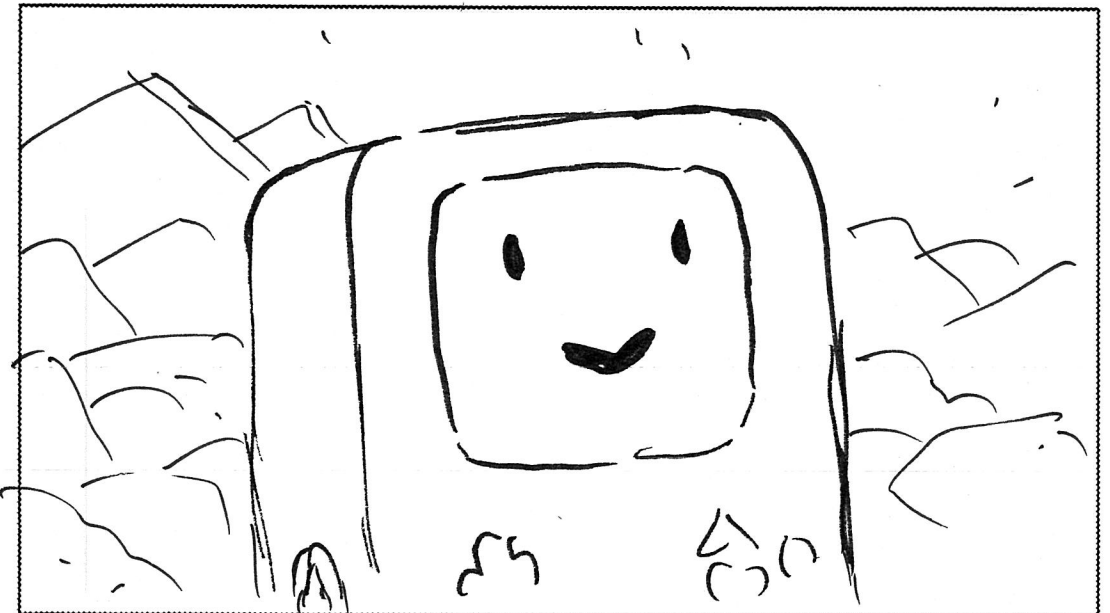


Page 94

Sc. 80 Pnl. A Bg. day night



Sc. 81 Pnl. A Bg. day night



Dialog:

(ALLMO) oh-phew!

Action:

(BMO) haha

Timing:

(BMO) He had a huge, gigantic...

EPISODE # 1034-228

Production :

ADVENTURE TIME



95

Page _____

Sc. 81 Pnl. B Bg. day night

Sc. 81 Pnl. C Bg. day night

Dialog:	(BMO) .. wig on. uh oh.	
Action:		
Timing:		

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1034-228

EPISODE #

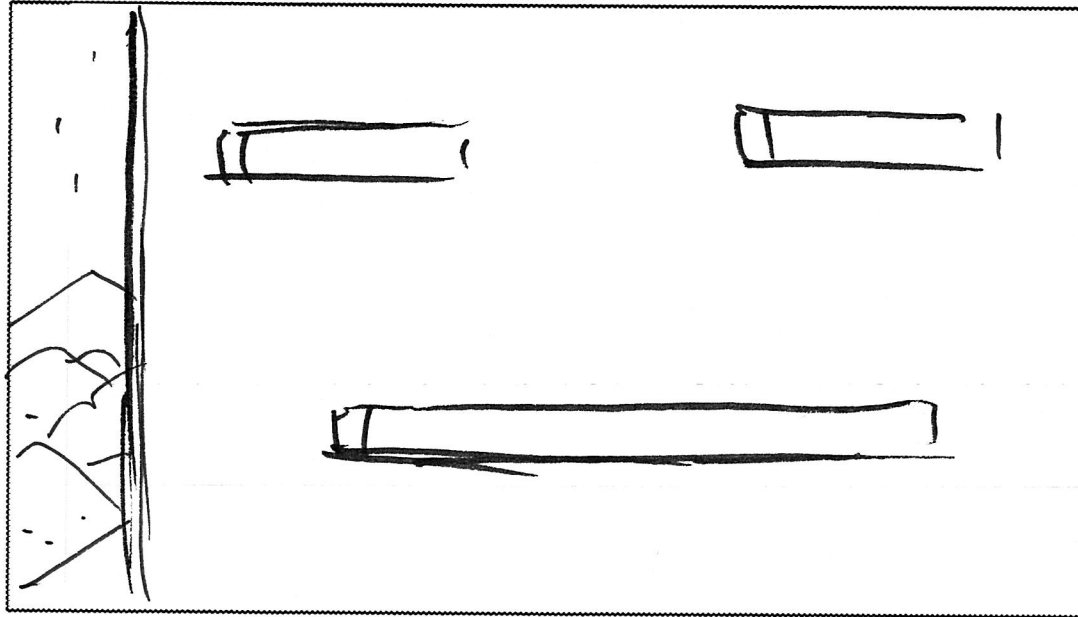
Production :

ADVENTURE TIME

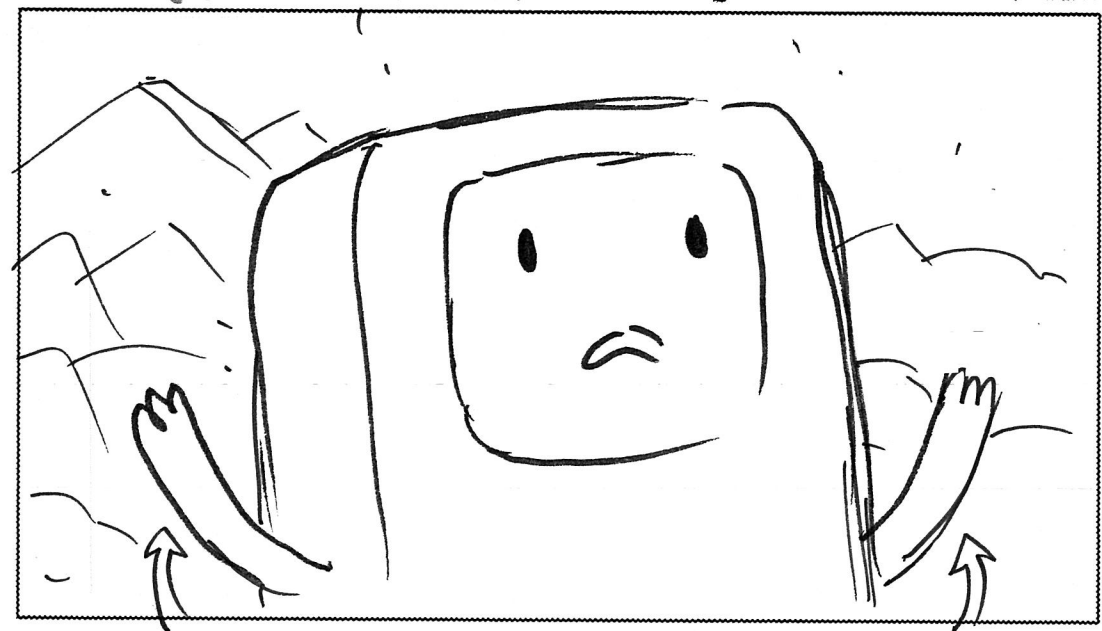


Page 96

Sc. 82 Pnl. A Bg. day night



Sc. 83 Pnl. A Bg. day night



Dialog:

ALLMO (genuinely confused)
what?

Action:

Timing:

BMO the spikes
are under the
wig!

EPISODE #

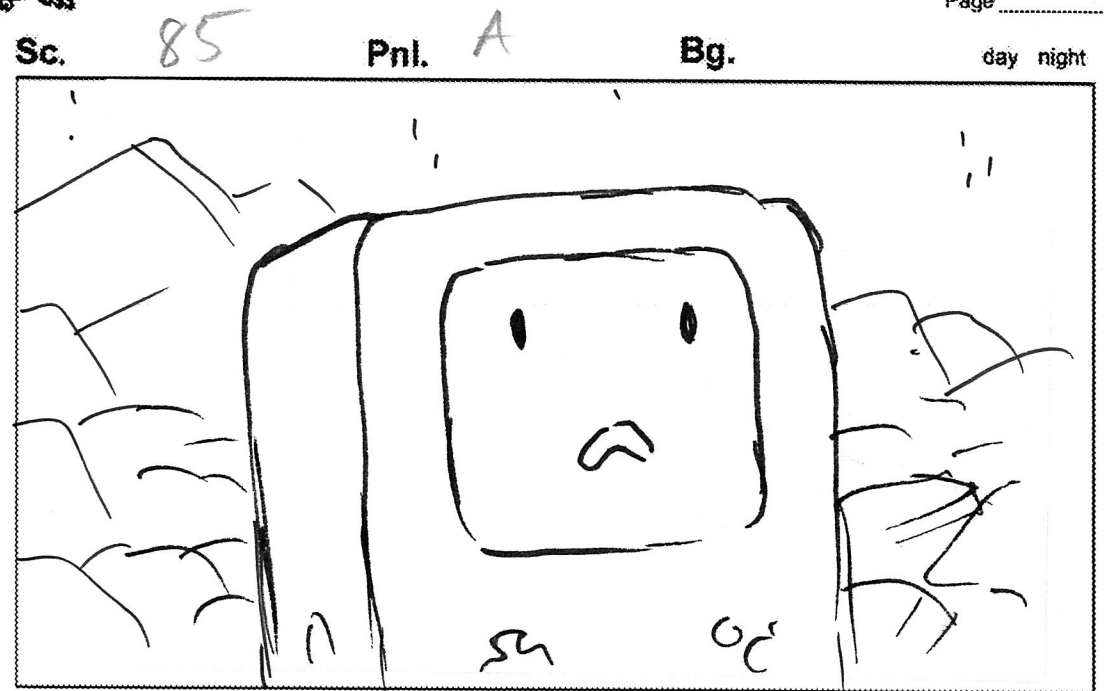
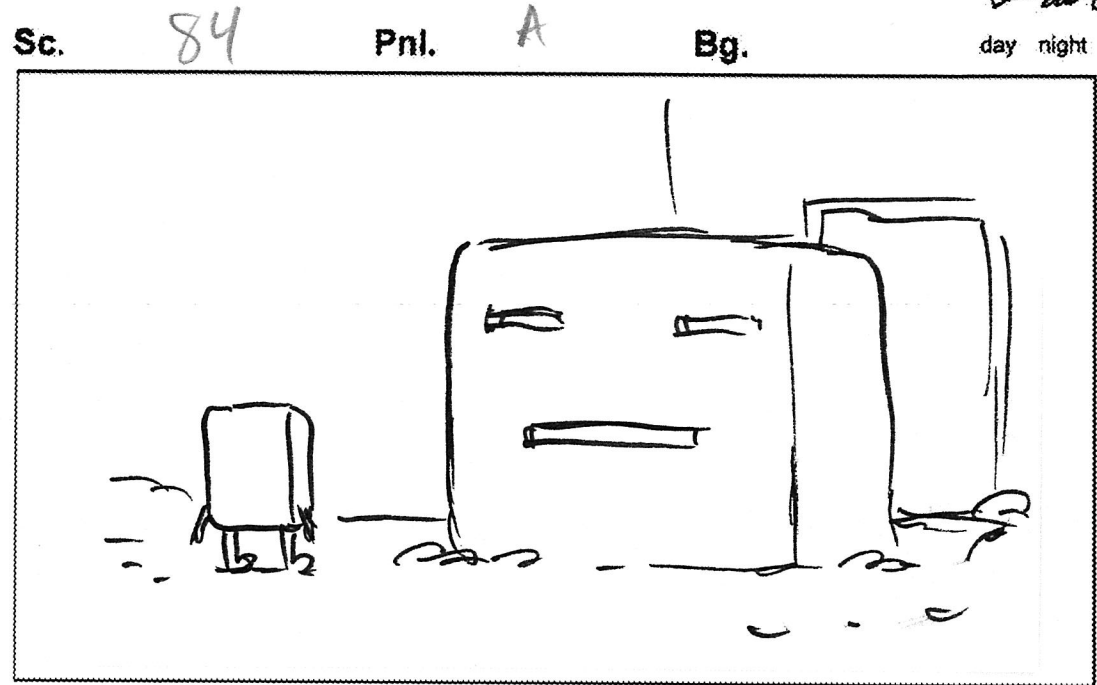
1034-228

Production :

ADVENTURE TIME



Page 97



Dialog:

ALLMO OH NO!
OF COURSE!

Action:

Timing:

ALLMO: BMO your
friends may
be in grave
danger -

EPISODE # 1034-228

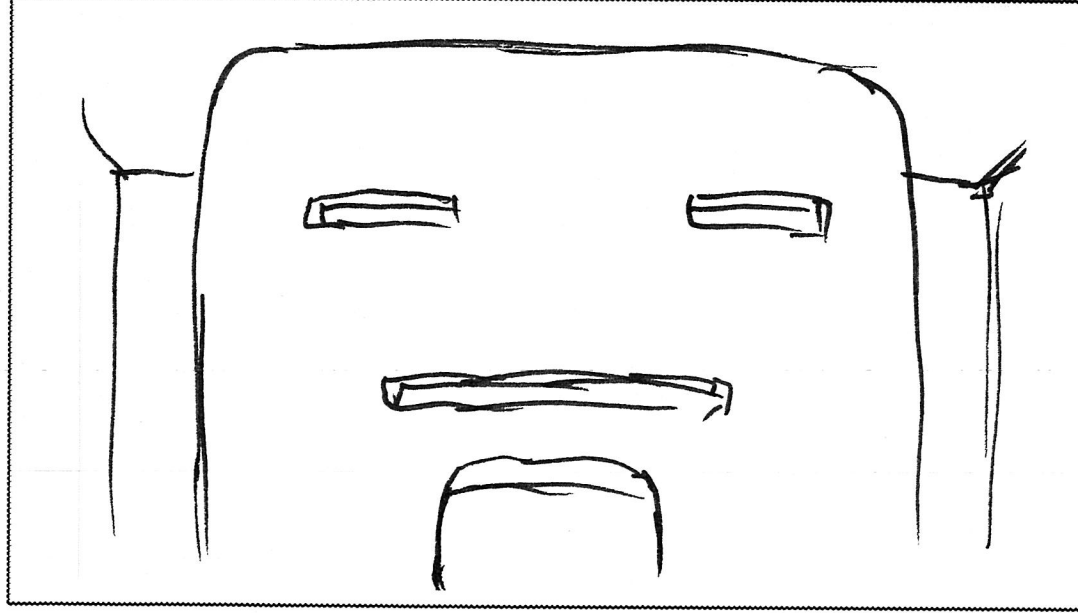
Production :

ADVENTURE TIME

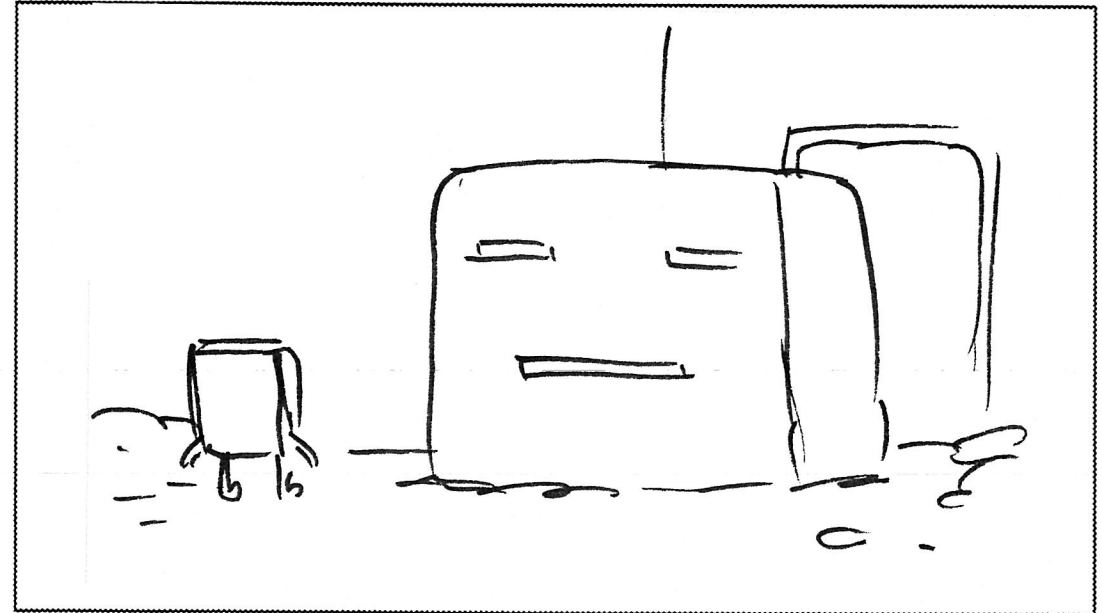


Page 98

Sc. 86 Pnl. A Bg. day night



Sc. 87 Pnl. A Bg. day night



Dialog:

ALMO it seems the
dreaded and
repulsive AMO
has finally
returned.

Action:

Timing:

CUT THE
SCENE
HERE?

→ quickly, hoist
me up on top
of your head -

EPISODE # 1034-228

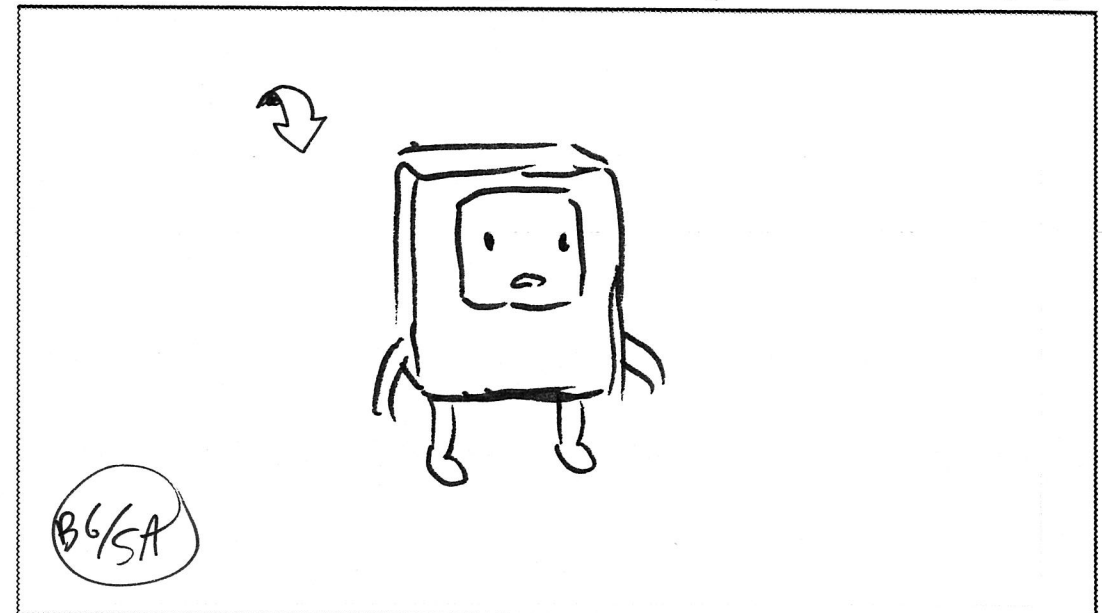
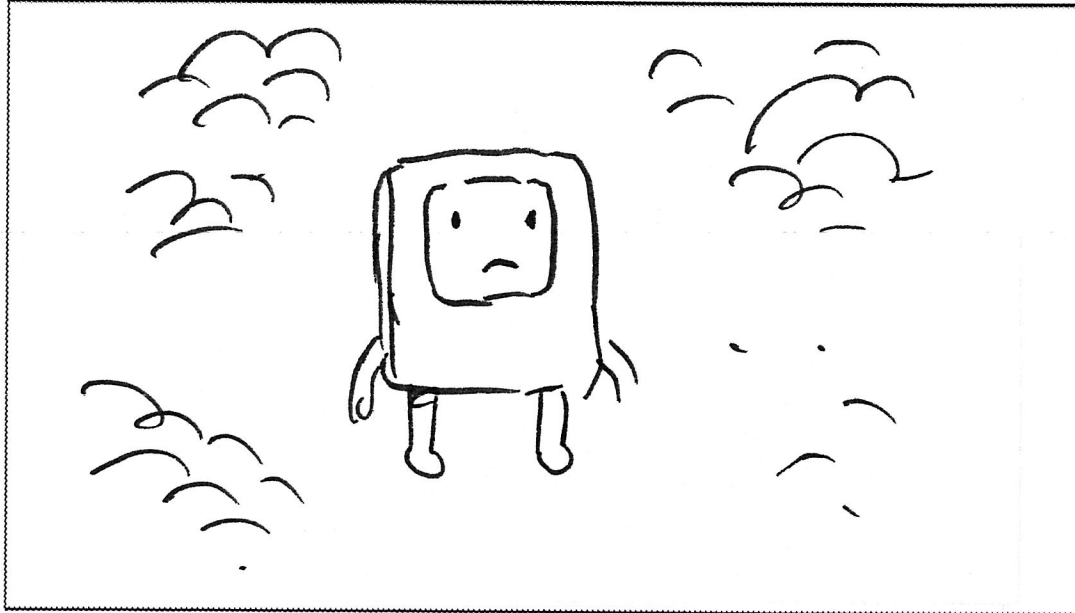
Production :

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ADVENTURE TIME



Sc. 88 Pnl. A Bg. day night Sc. 88 Pnl. B Bg. day night



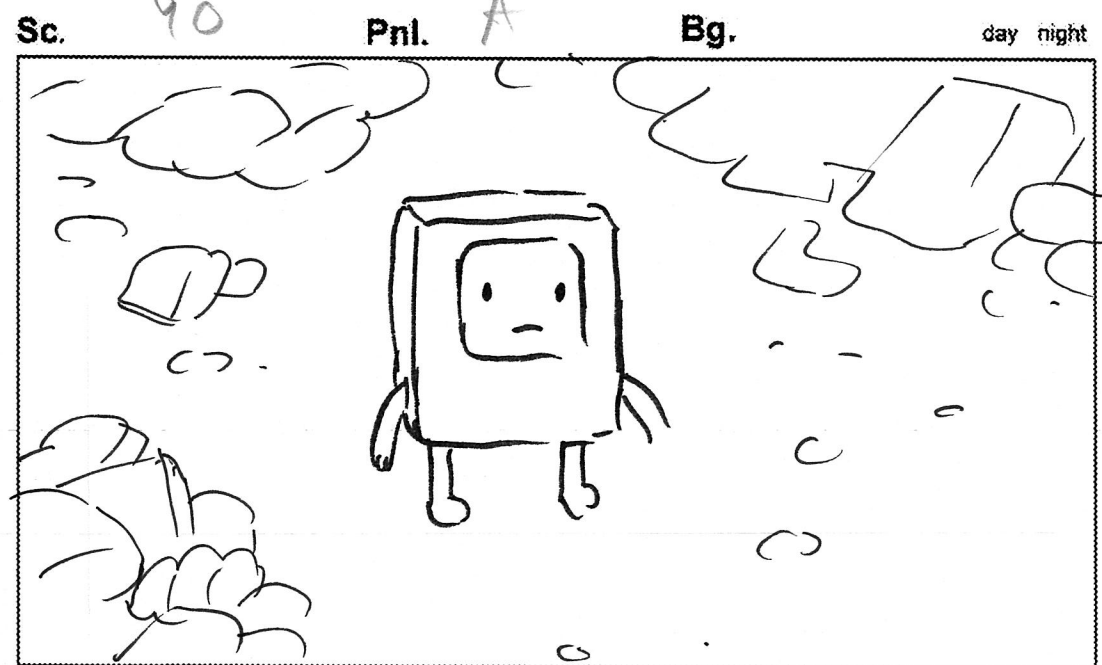
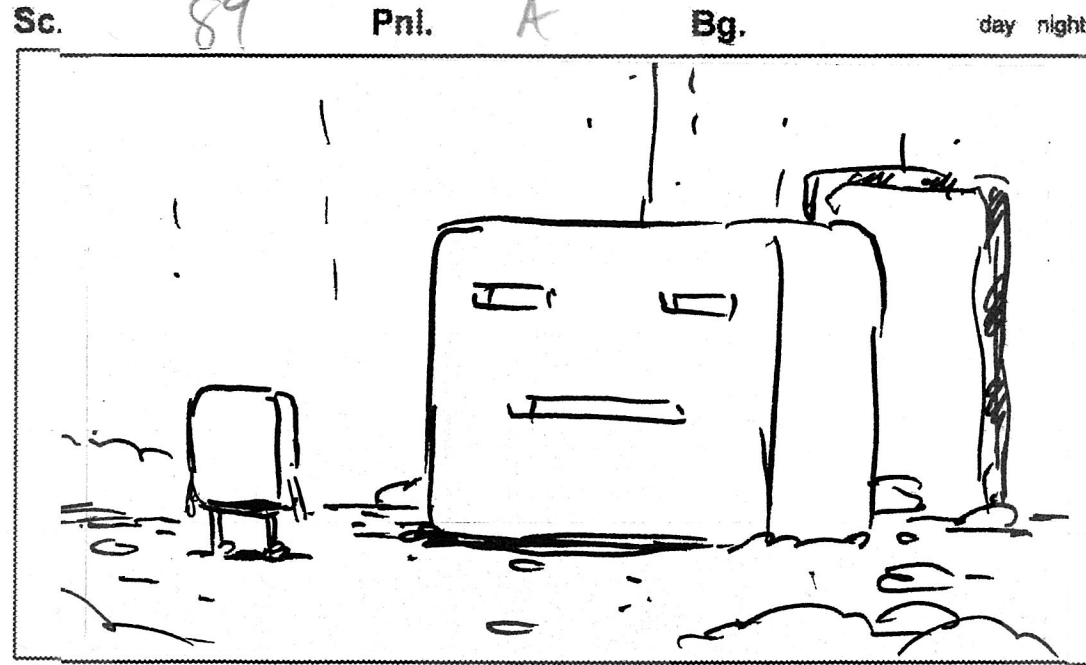
Dialog:	(ALLMO) → we must depart straight away.		(BMO) uh...	
Action:				
Timing:				

EPISODE # 1034-228
Production :

ADVENTURE TIME



Page 100



Dialog:	(ALLMO) Don't worry BMO, you're Stronger than you know.	
Action:		
Timing:		

EPISODE # 1034-228

Production :

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ADVENTURE TIME



Page _____

101

Sc.

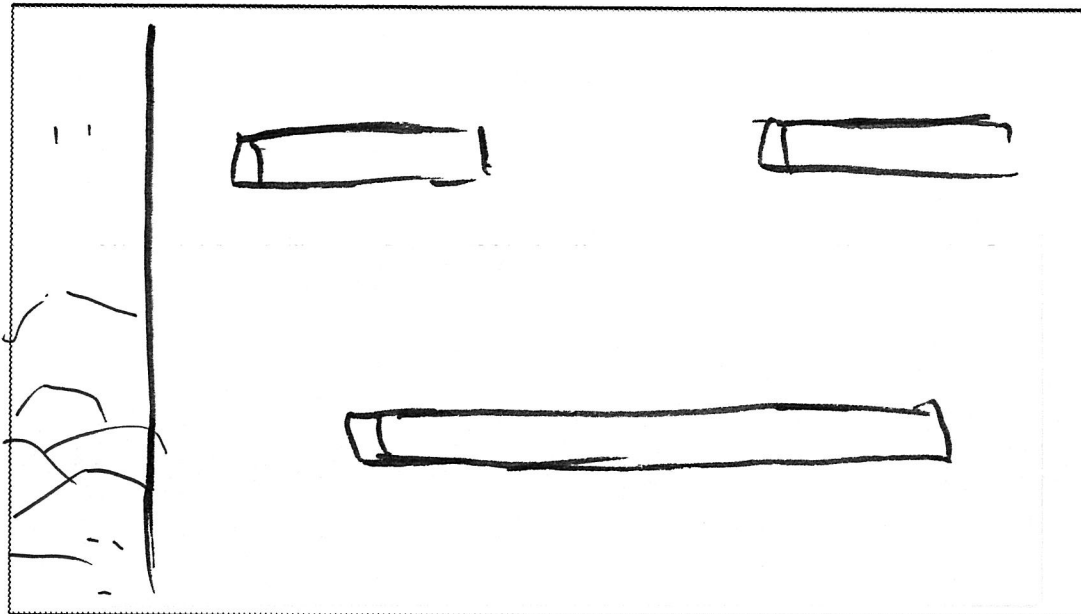
91

Pnl.

A

Bg.

day night

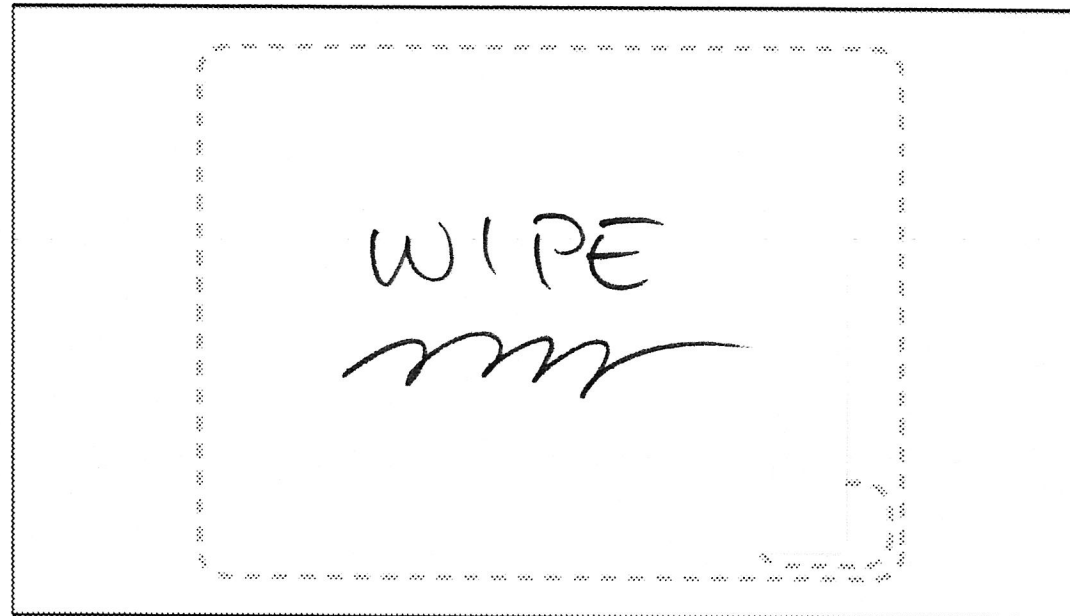


Sc.

Pnl.

Bg.

day night



Dialog:

(ALLMO) Also I'm
lighter than
you know.

Action:

Timing:

1034-228

EPISODE #

Production :



ADVENTURE TIME

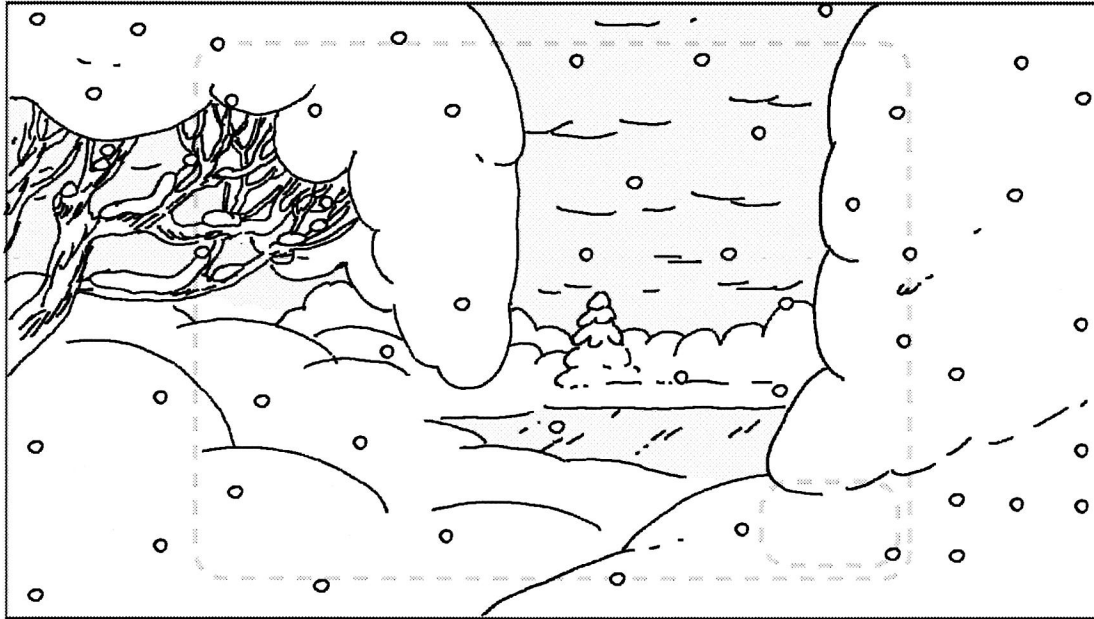
Page 102

Sc. 92

Pnl. A

Bg.

day night

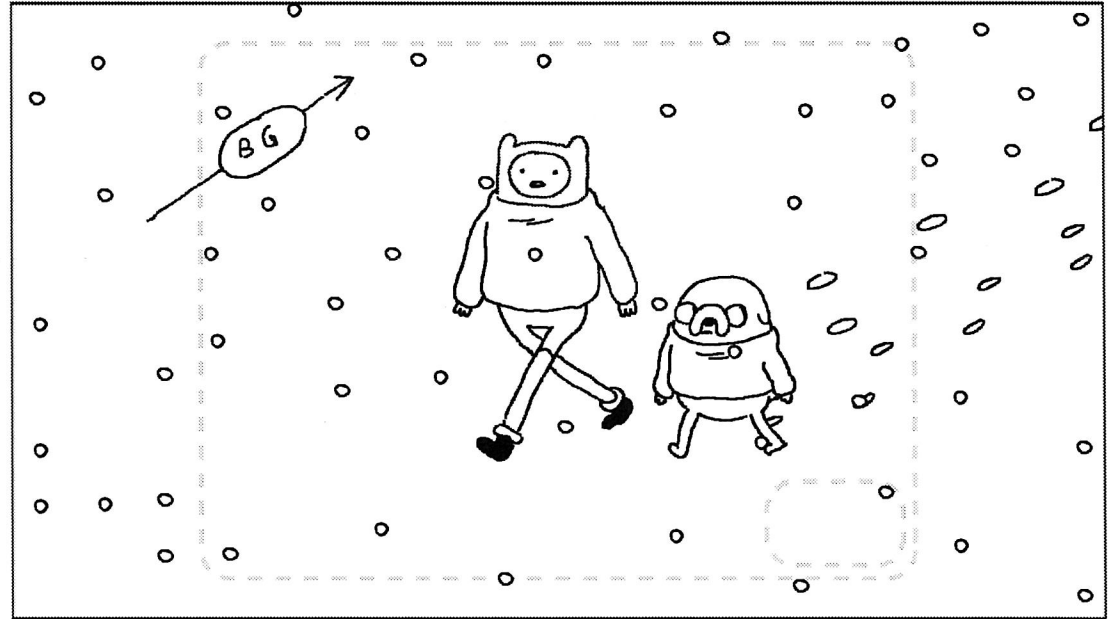


Sc. 93

Pnl. A

Bg.

day night



Dialog:

(F) I'M SORRY WE DIDN'T
FIND ANY HANG MEN.

Action:

REAL NICE.

Timing:

EPISODE #

1034-228

Production :

ADVENTURE TIME



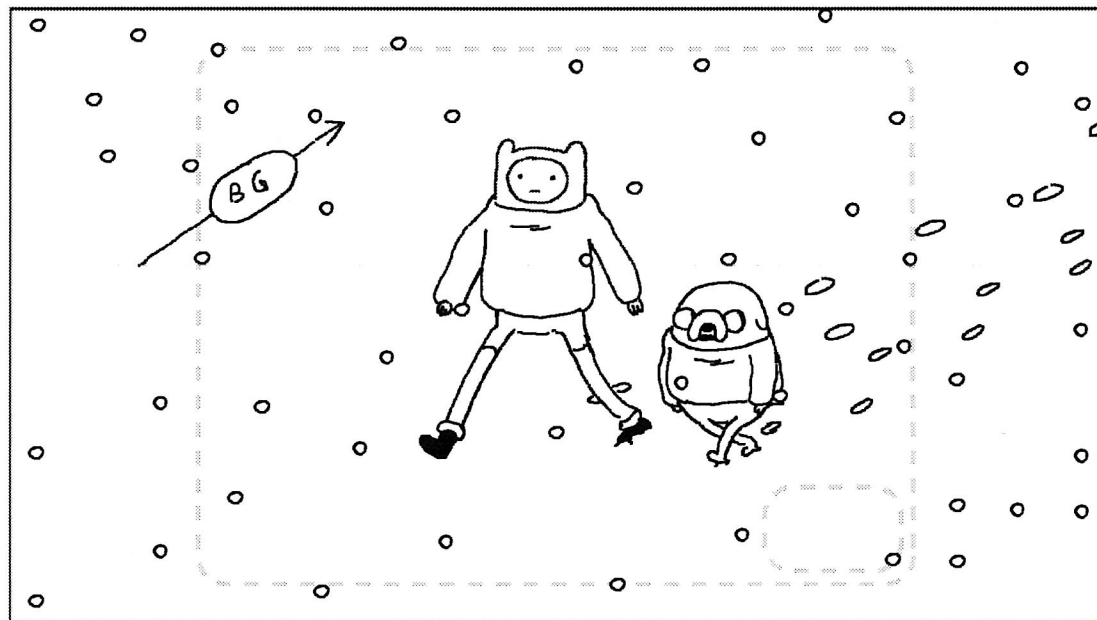
Page 103

Sc. 93

Pnl. B

Bg.

day night

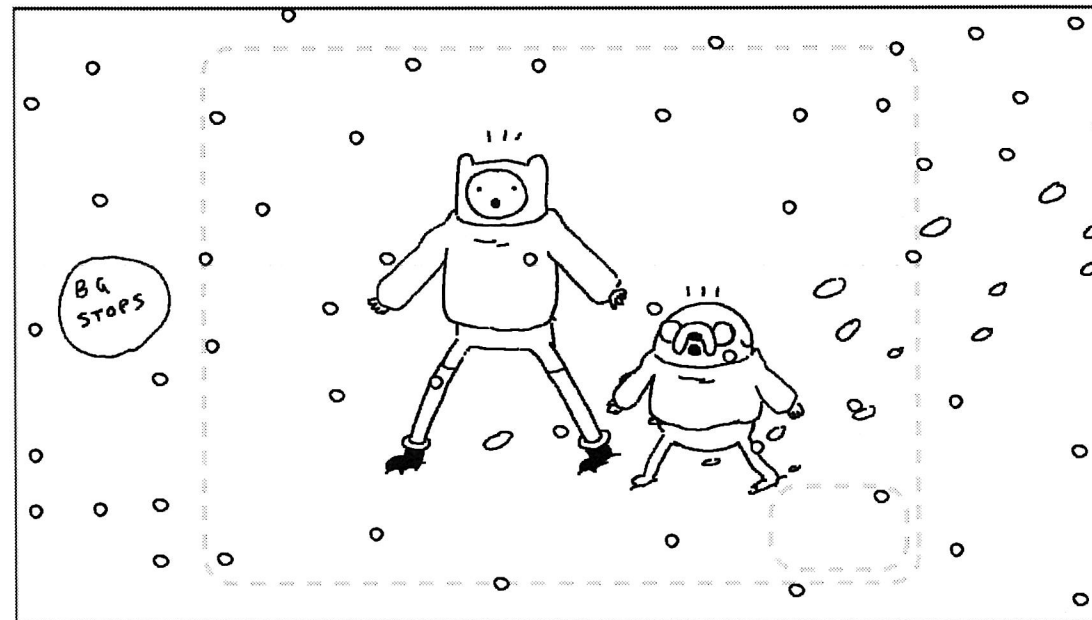


Sc. 93

Pnl. C

Bg.

day night



Dialog:

J

I'LL BE HONEST, I DON'T
EVEN KNOW WHAT I'D DO
WITH A HANG MAN IF I

M (DISTANT)(O.S.) - A BLOO HOO! -

Action:

GOT ONE.

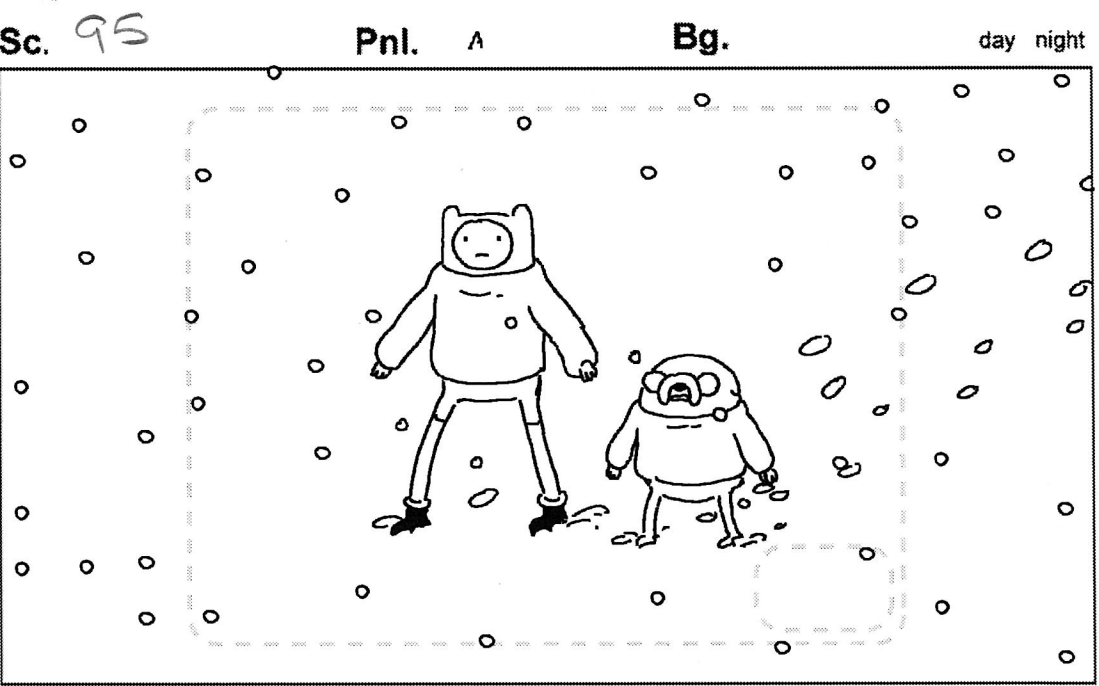
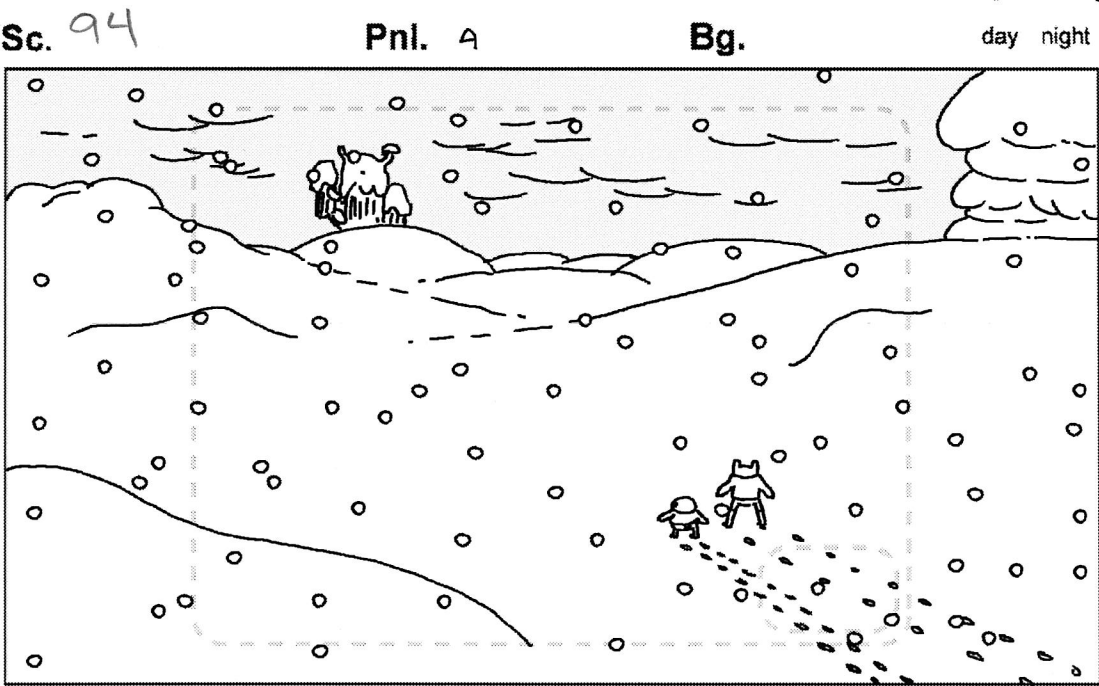
Timing:

EPISODE # 1034-228

Production :

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ADVENTURE TIME



Dialog:	<p>Ⓜ / = CRYING =</p> <p>Ⓟ / SOUNDS LIKE THERE'S SOME HOT SOUP HAPPENIN' AT THE TREEHOUSE!</p>
Action:	
Timing:	

1034-228

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ADVENTURE TIME



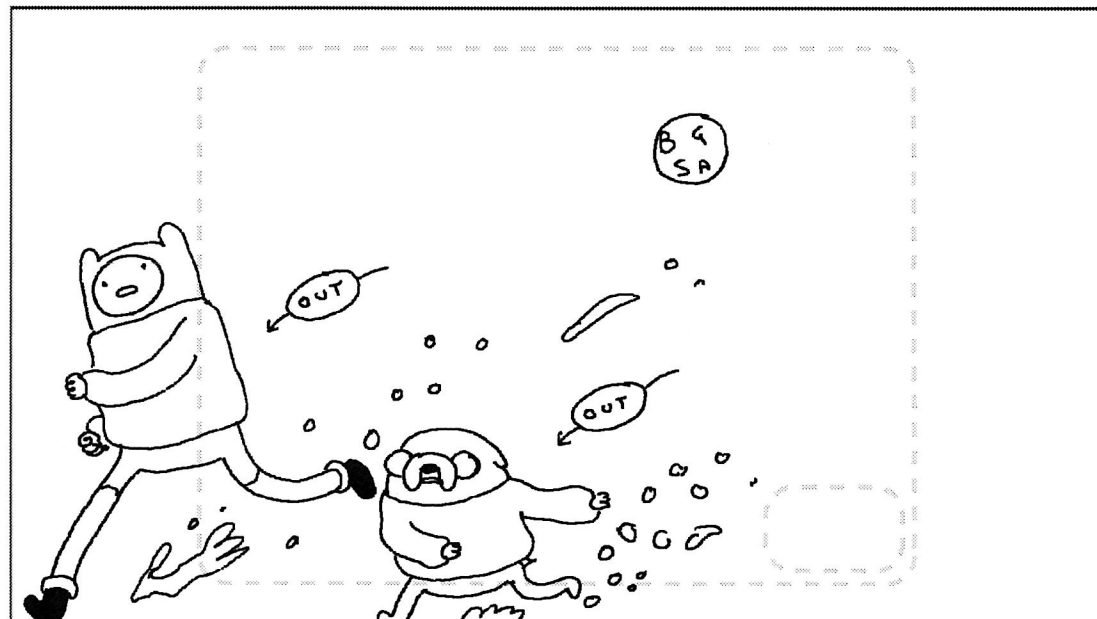
Page 105

Sc. 95

Pnl. B

Bg.

day night

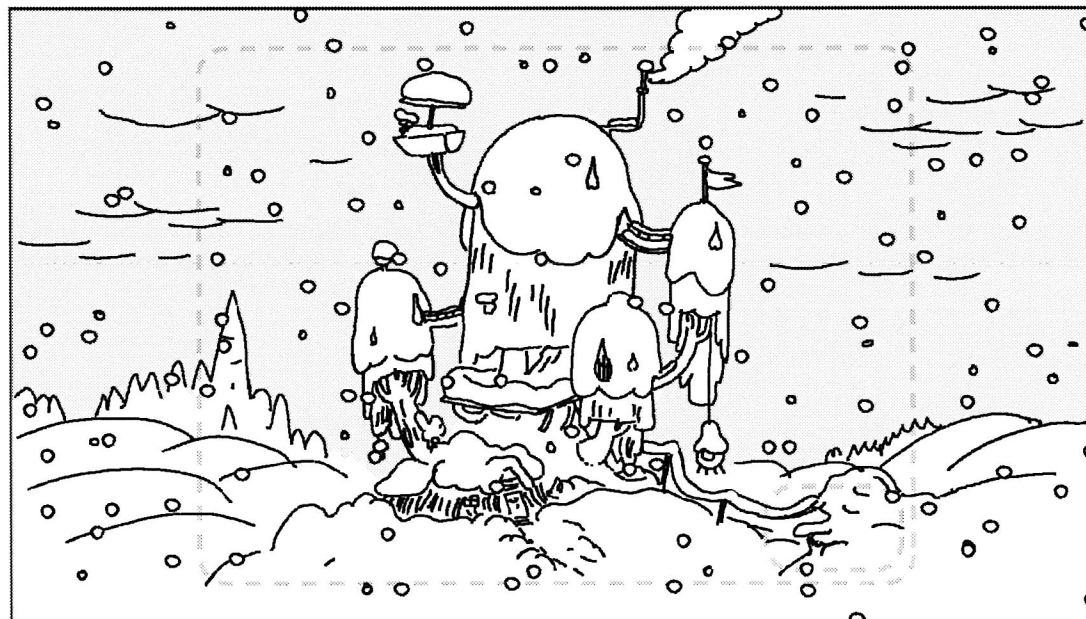


Sc. 96

Pnl. A

Bg.

day night



Dialog:

① (CONT) LET'S MOVE!

Action:

Timing:

EPISODE # 1034-228

Production :

ADVENTURE TIME



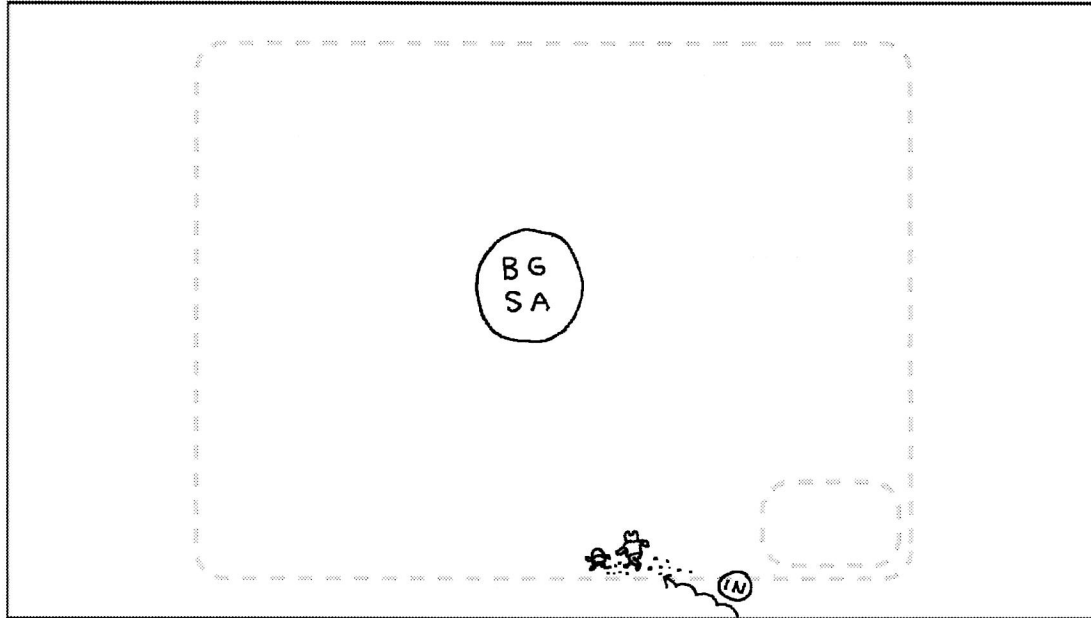
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Sc. 96

Pnl.

Bg.

day night

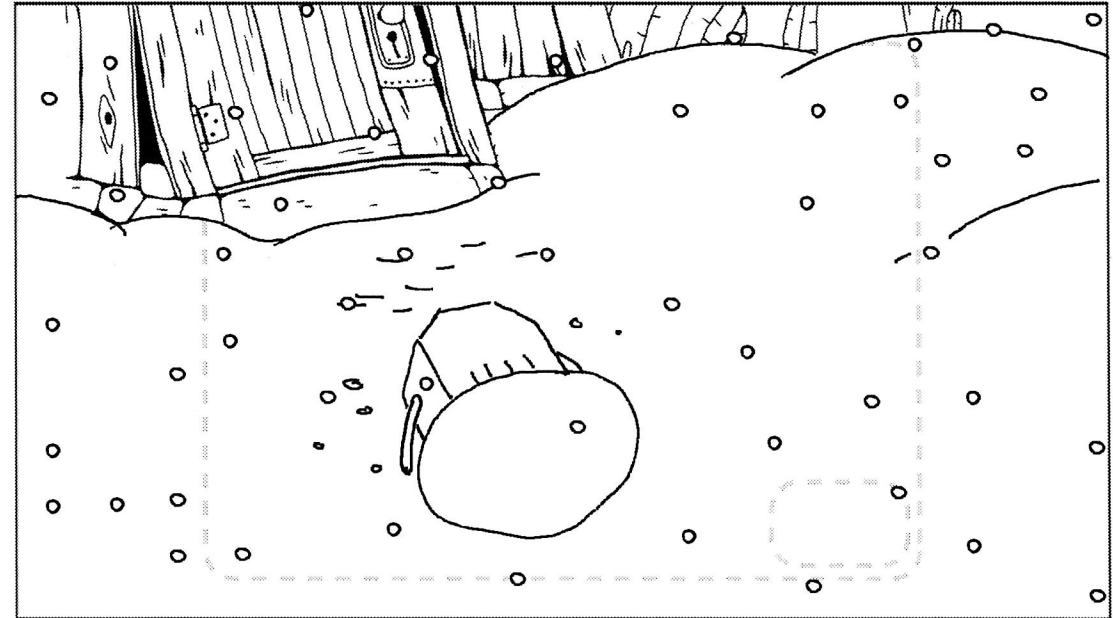


Sc. 97

Pnl. A

Bg.

day night



Dialog:

(M) / A B L O O -

Action:

FINN AND JAKE RUN UP

Timing:

1034-228

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ADVENTURE TIME



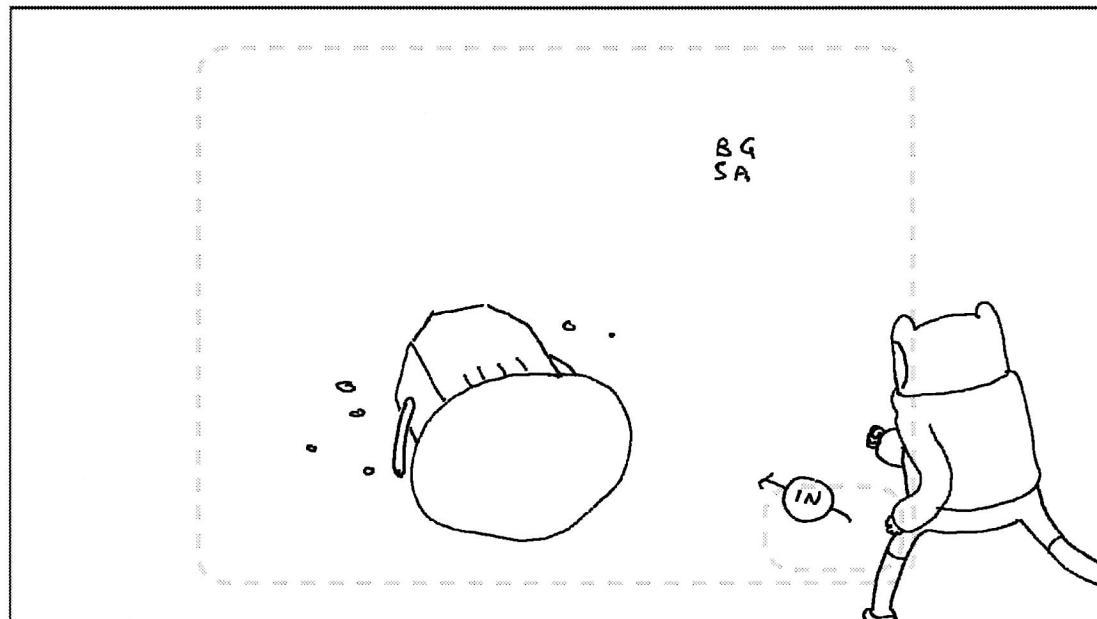
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Sc. 97

Pnl. B

Bg.

day night

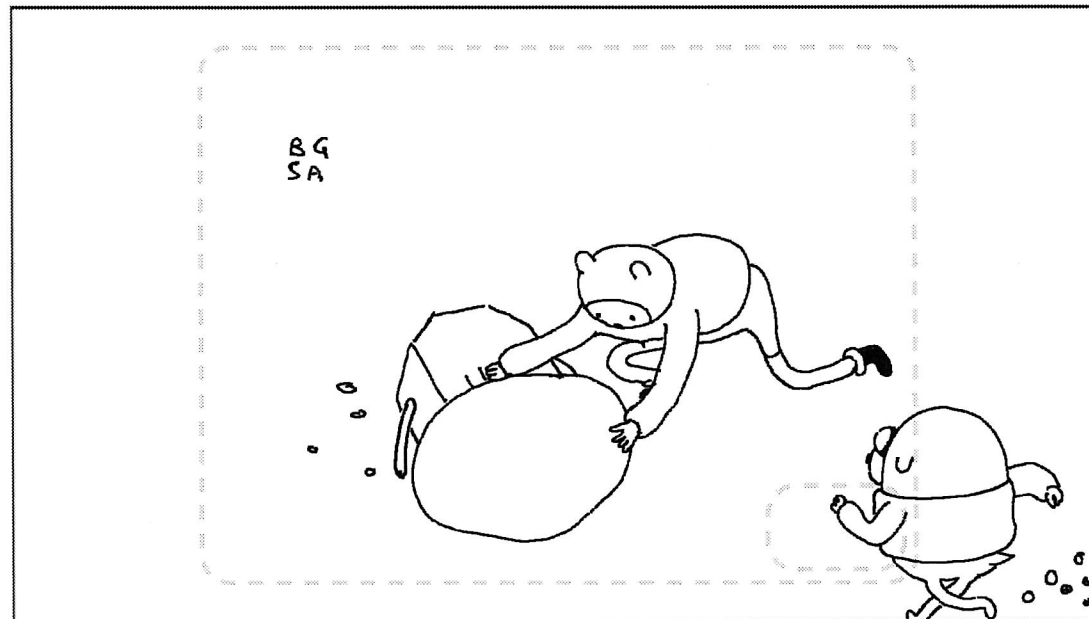


Sc. 97

Pnl. C

Bg.

day night



Dialog:

(M) (CONT) HOO HOO HOO !

(E) HN. !

Action:

Timing:

EPISODE # 1034-228

Production :

ADVENTURE TIME



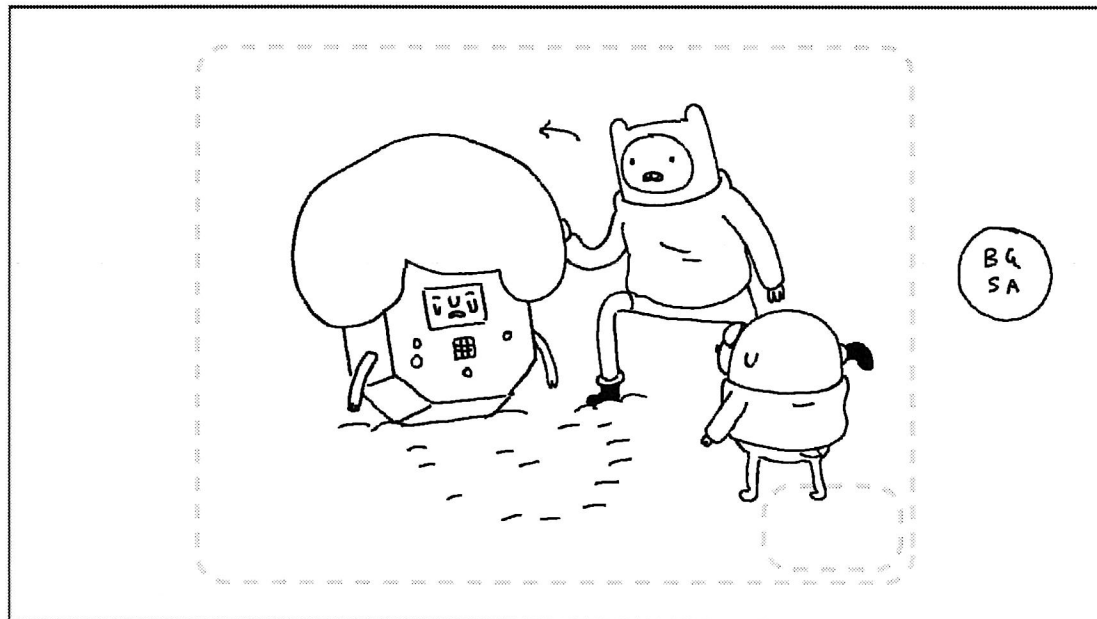
Page 108

Sc. 97

Pnl. D

Bg.

day night

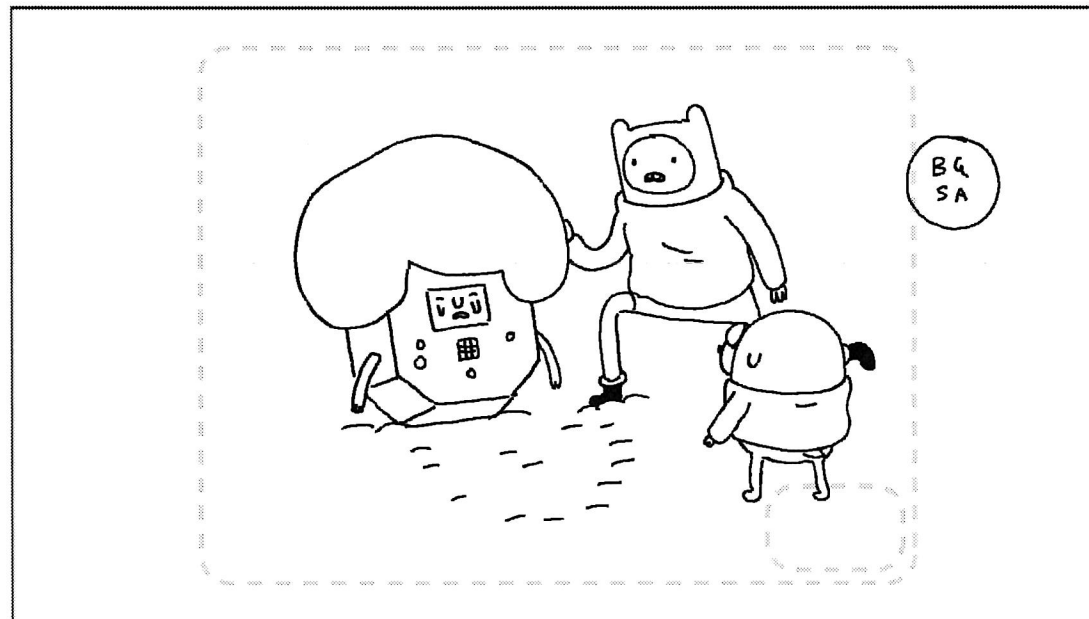


Sc. 97

Pnl. E

Bg.

day night



Dialog:

(E) MOE!

(M)

BANDITS STOLE MY LEGS!
CARRY ME!

Action:

Timing:

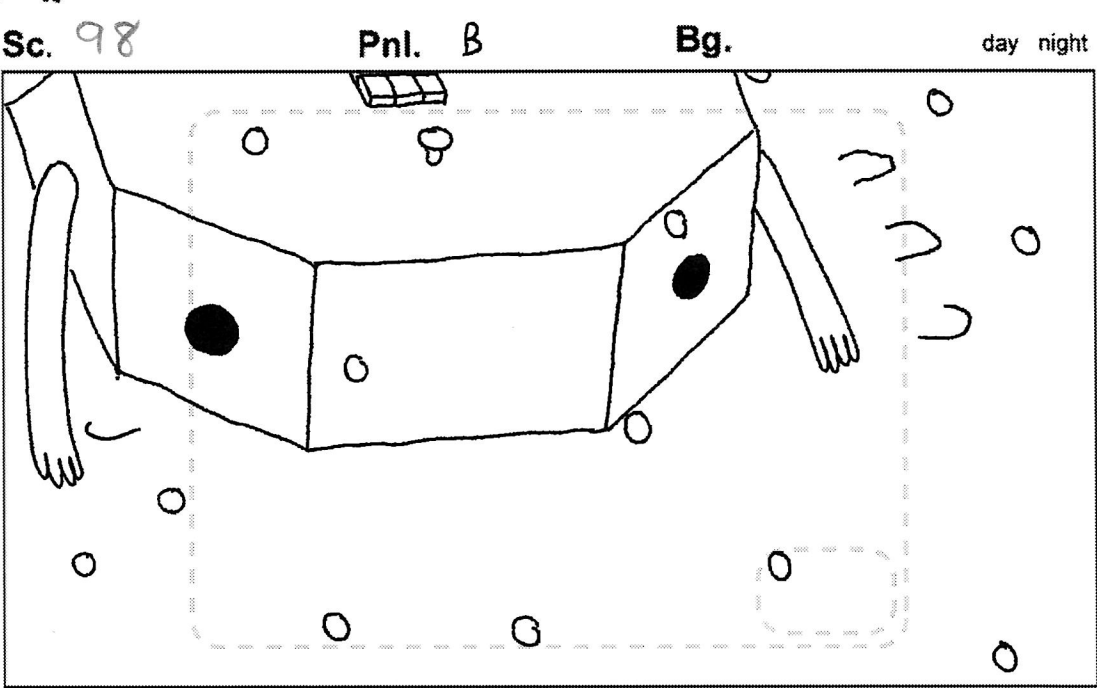
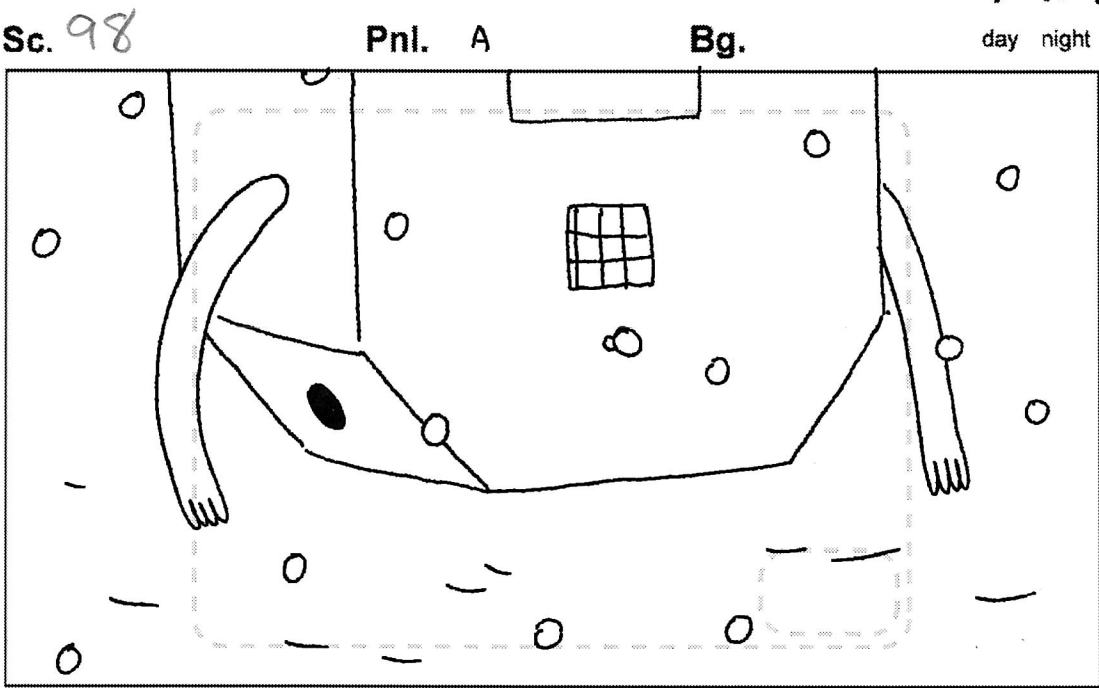
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ADVENTURE TIME



Dialog:
(SFX) CLANK
Action:
Timing:

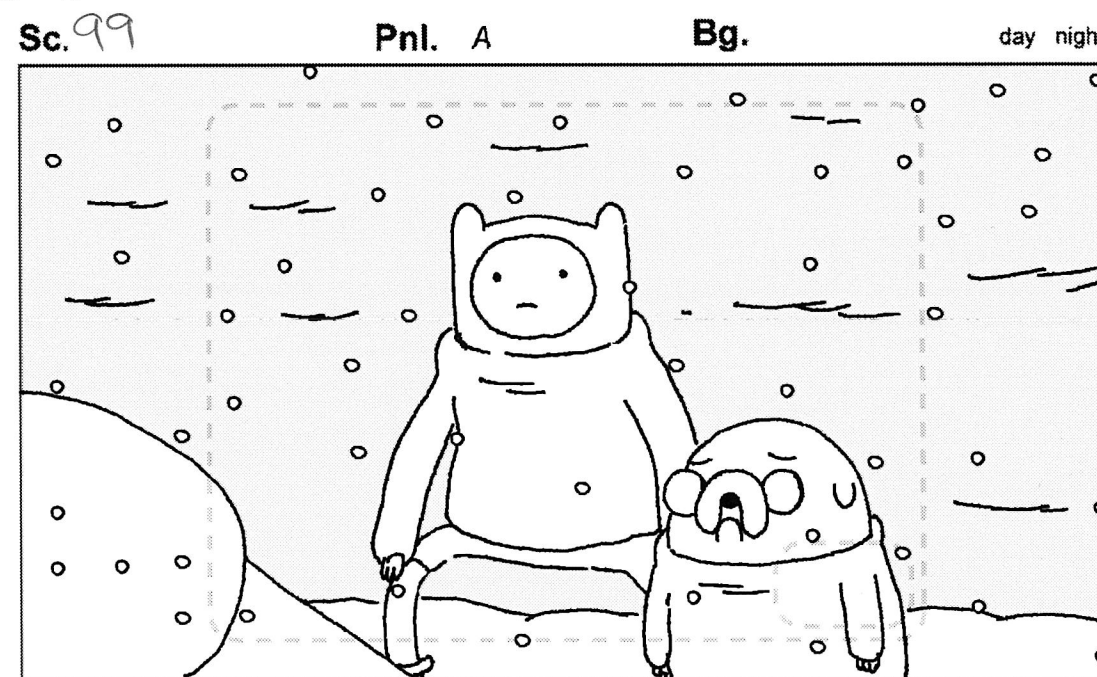
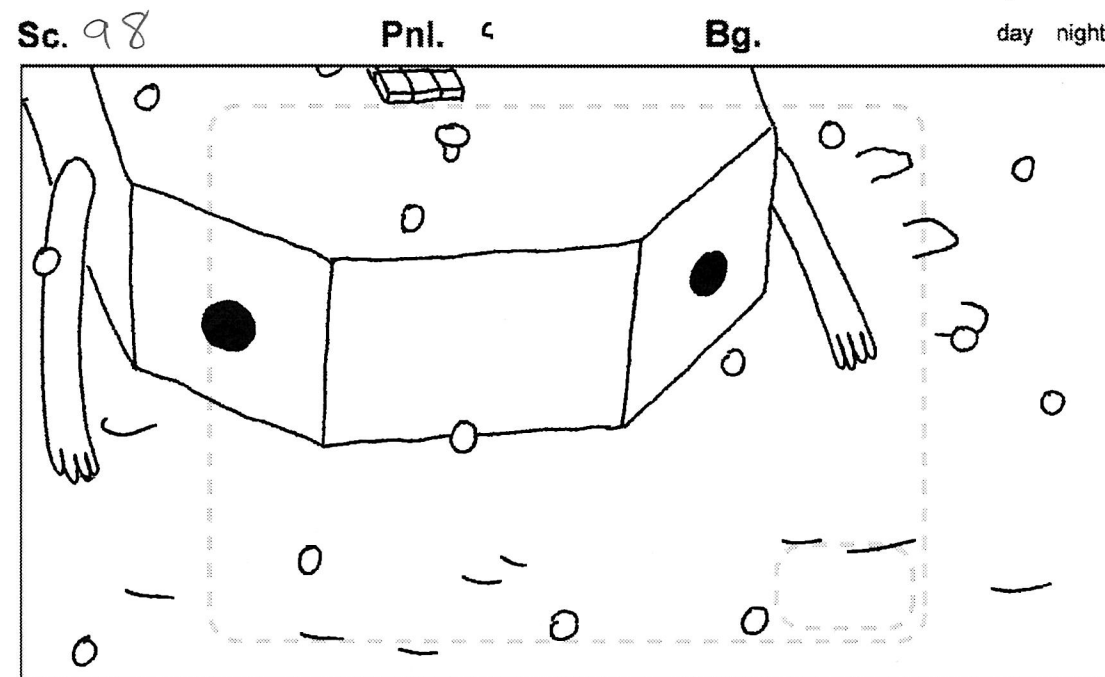
EPISODE # 1034-228
Production :

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ADVENTURE TIME



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Dialog:

(M) A BLOO BLOO BLOO!

Action:

Timing:

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Production :

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ADVENTURE TIME

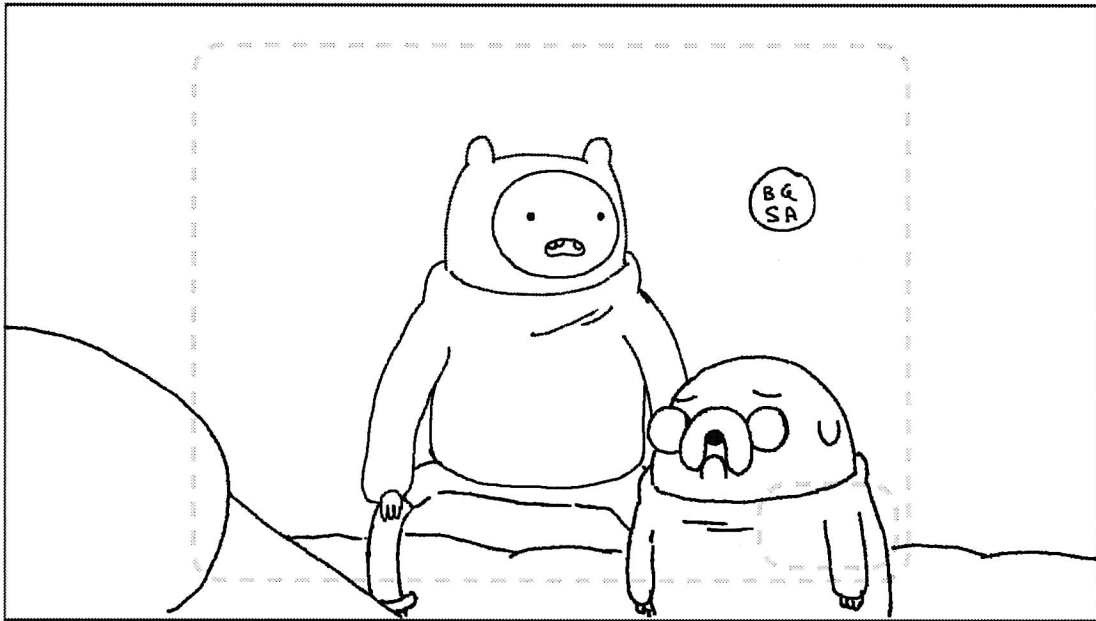


Sc. 99

Pnl. B

Bg.

day night

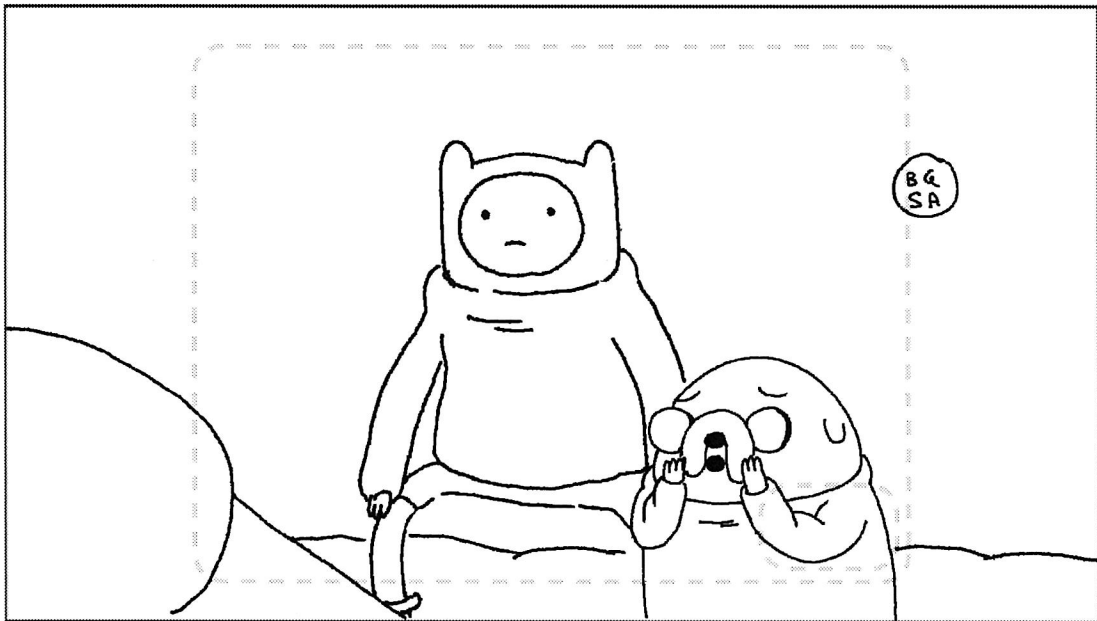


Sc. 99

Pnl. C

Bg.

day night



Dialog:

(F) AW MAN WE SHOULD NEVER
HAVE LEFT HIM, HE'S SO
OLD.

(J) (CLEARLY)
IF YOU TELL US WHERE
THE BANDITS WENT, WE'LL
AVENGE YOUR LEGS!!

Action:

Timing:

1034-228

EPISODE #

Production :

ADVENTURE TIME



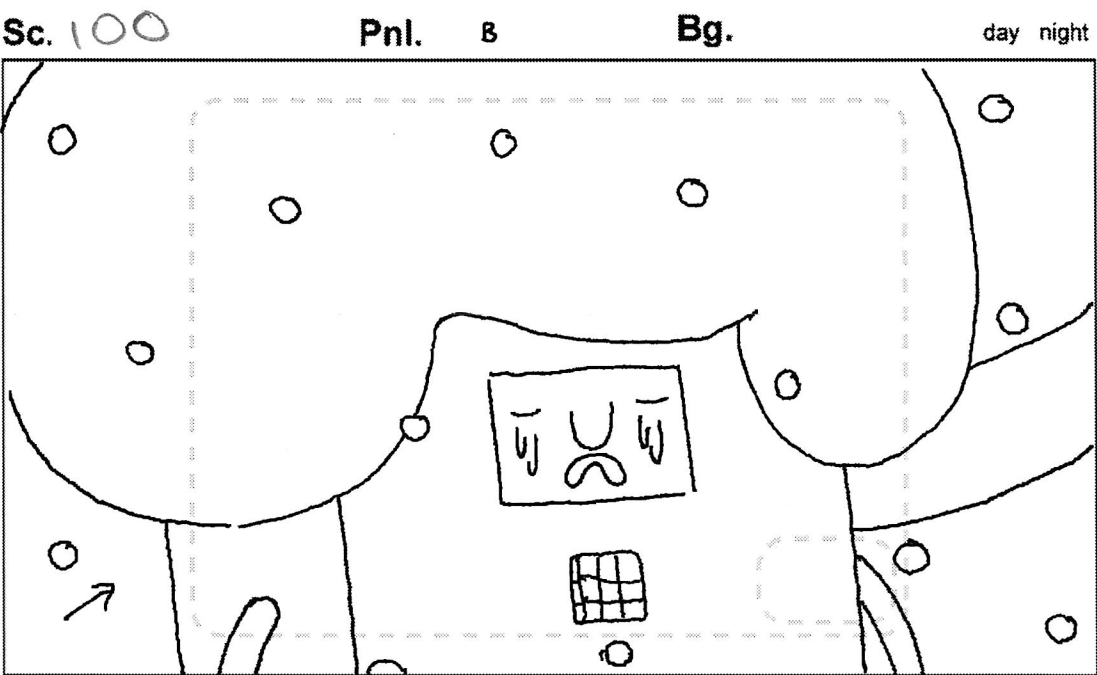
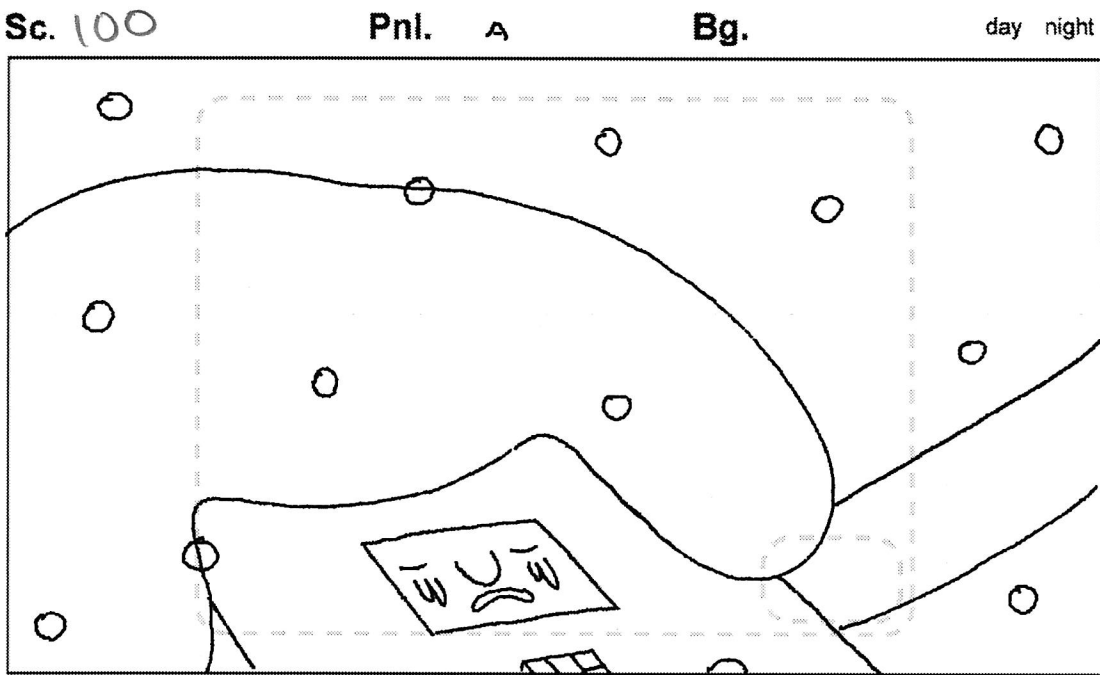
Sc. 99 Pnl. d Bg. day night

Sc. 99 Pnl. e Bg. day night

Dialog:
(CLEARLY) F WE'RE SORRY WE LEFT YOU!
Action:
Timing:

EPISODE # 1034-228
Production :

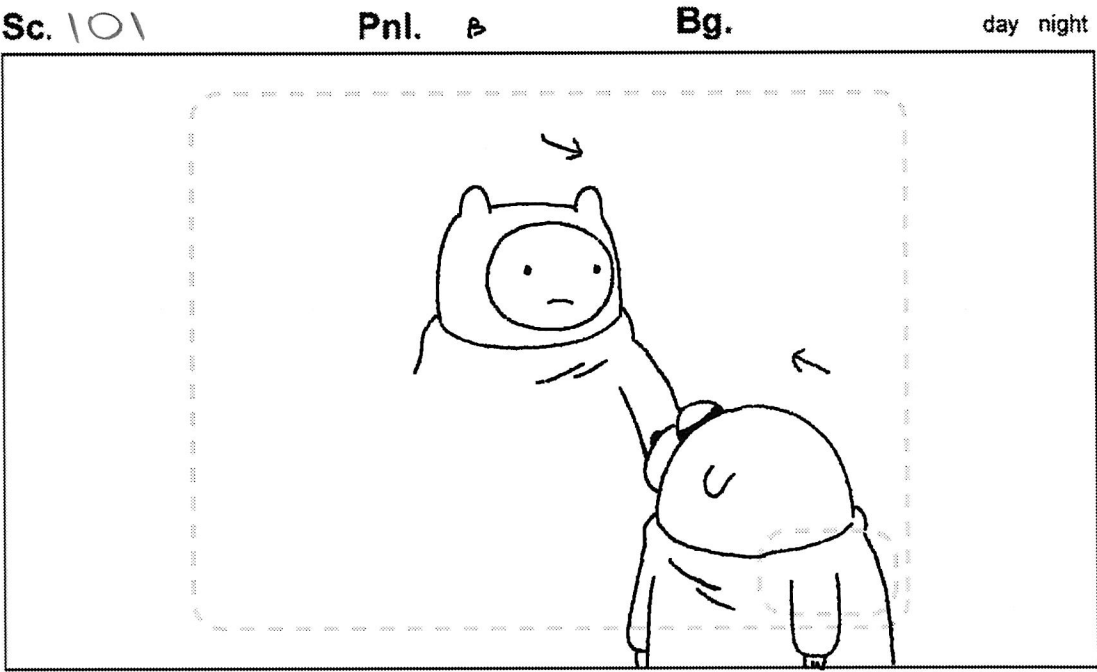
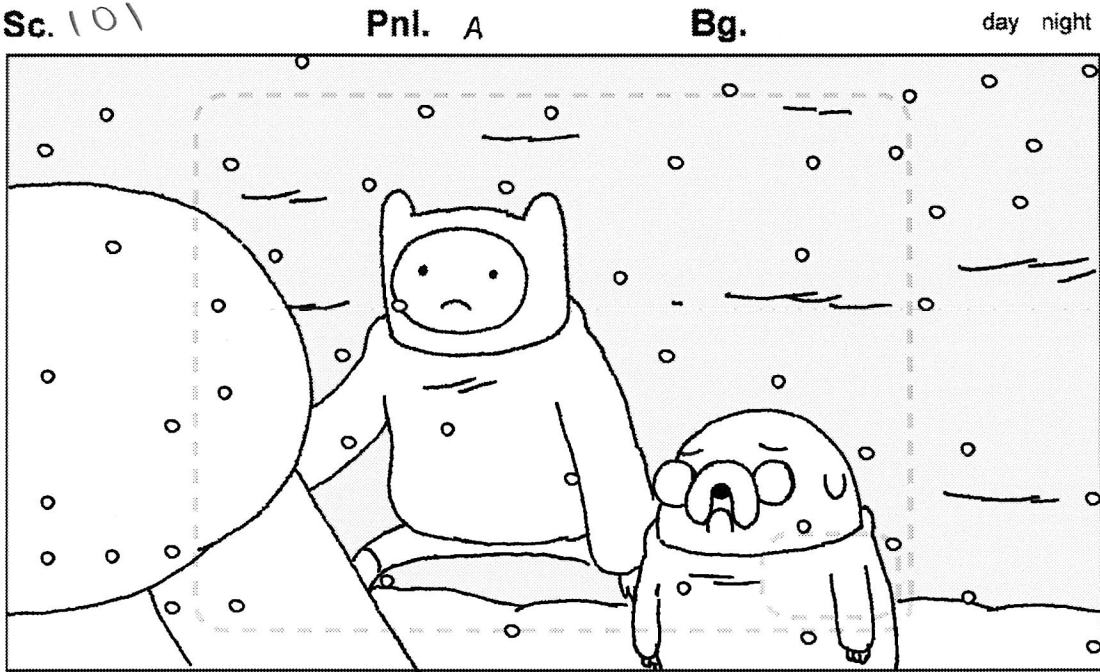
ADVENTURE TIME



Dialog:	(M) YOU SHOULD BE ! I'M YO' GWAMPA WOBOT !
Action:	
Timing:	

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ADVENTURE TIME



Dialog:
(M) CARRY ME!
Action:
Timing:

EPISODE # 1034-228
Production :

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ADVENTURE TIME



Sc. 101

Pnl. C

Bg.

day night

Sc. 102

Pnl. A

Bg.

day night

Dialog:
Action:
Timing:

EPISODE # 1034-228

Production :

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ADVENTURE TIME

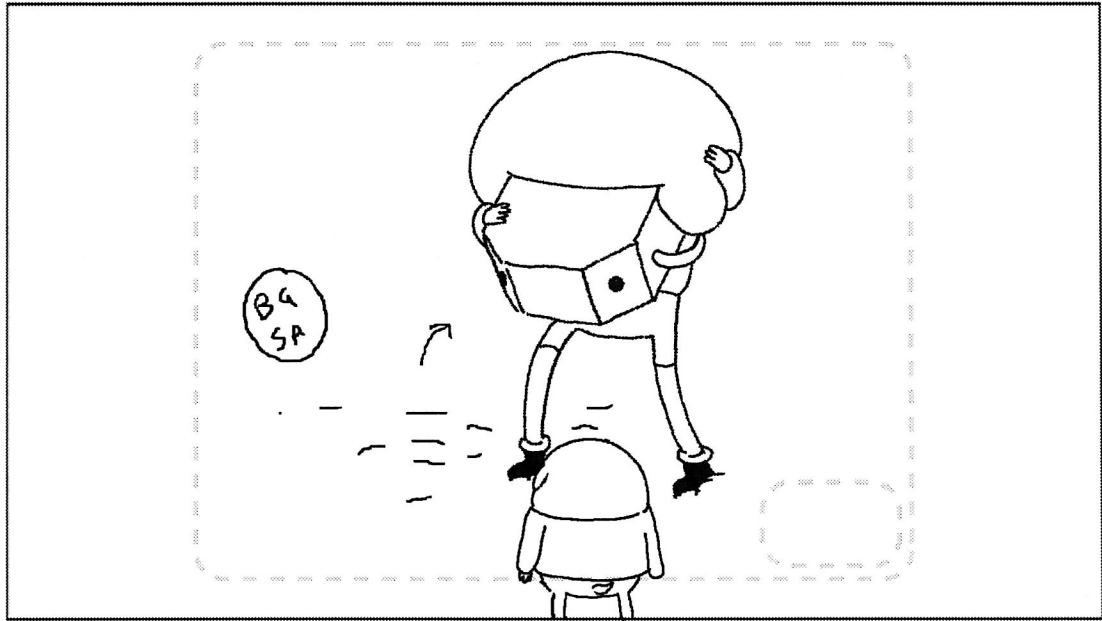


Sc. 102

Pnl. B

Bg.

day night

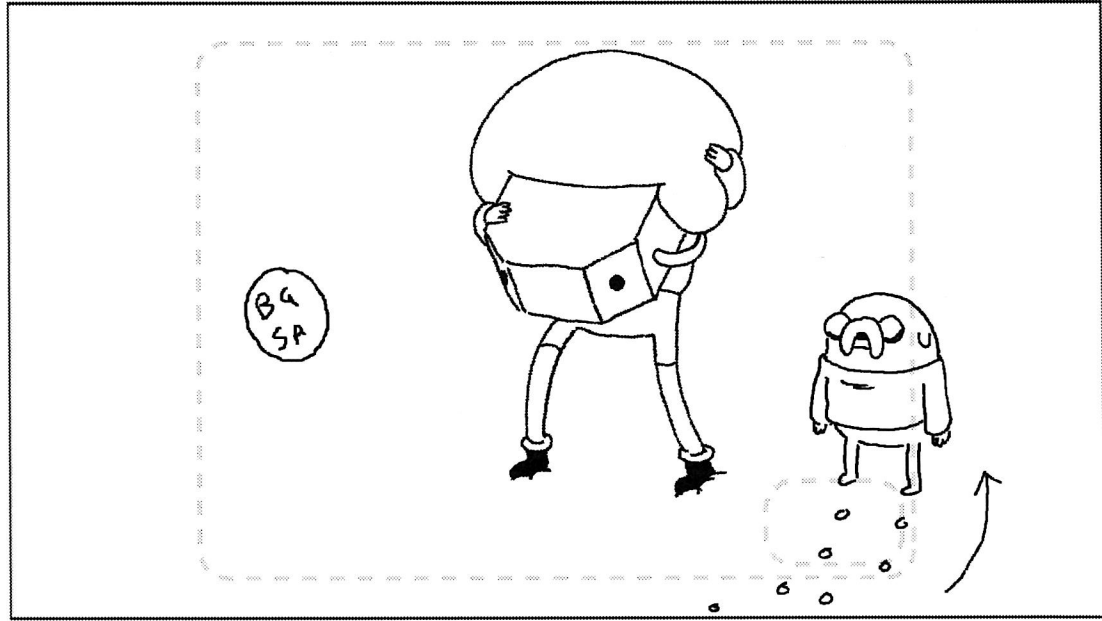


Sc. 102

Pnl. C

Bg.

day night



Dialog:	(E) HUP!
Action:	JAKE RE-POSITIONS HIMSELF.
Timing:	

EPISODE # 1034-228

Production :

ADVENTURE TIME

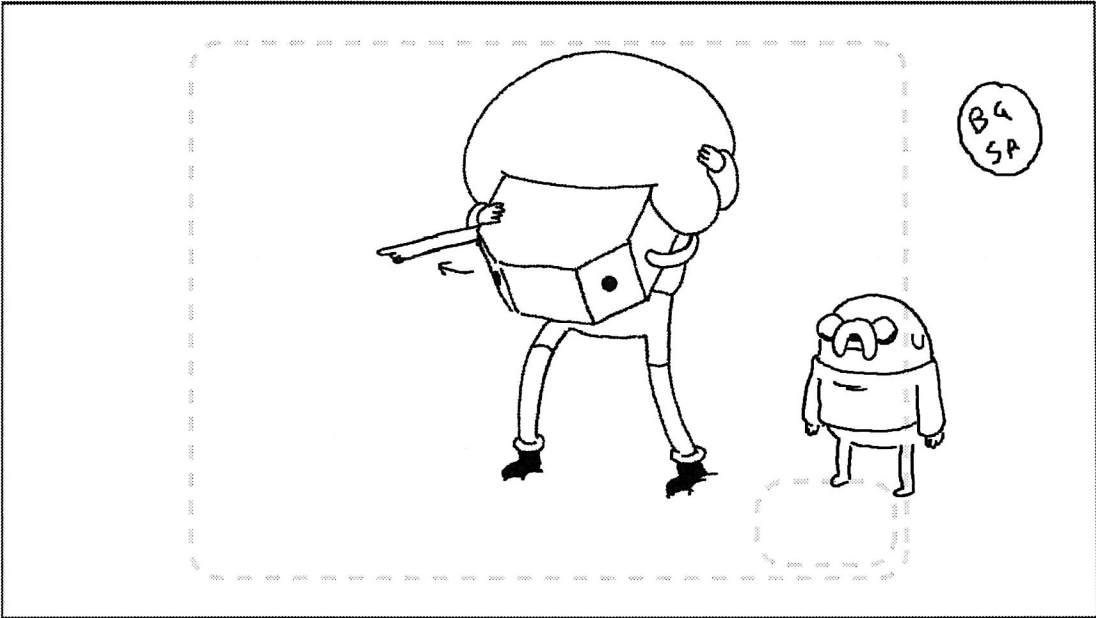


Sc. 102

Pnl. D

Bg.

day night

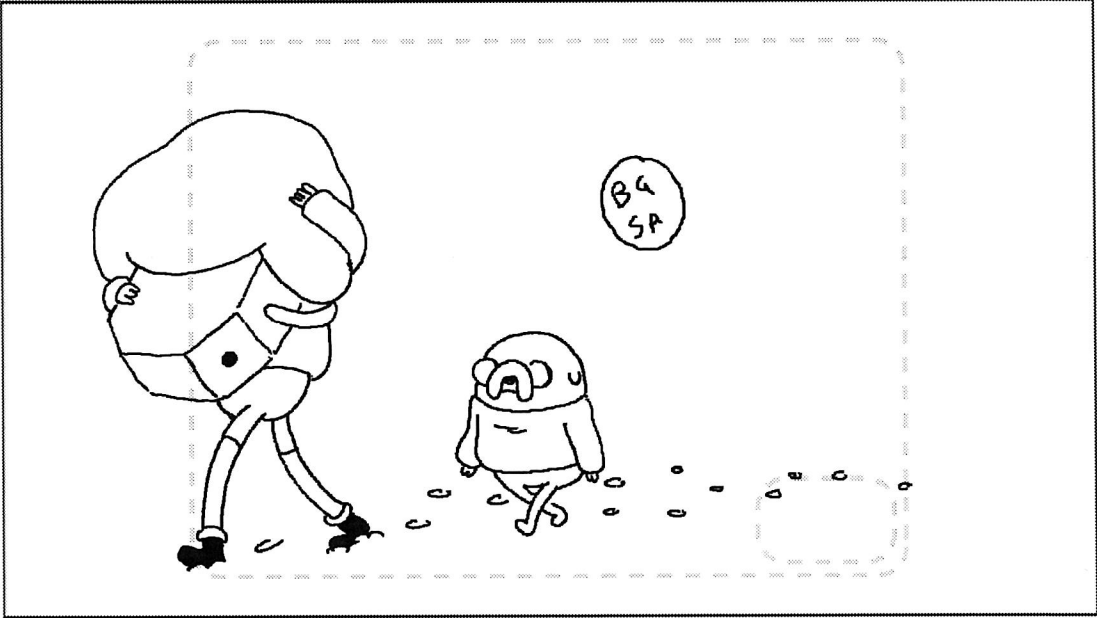


Sc. 102

Pnl. E

Bg.

day night



Dialog:

M/ OVER HERE!

Action:

Timing:

1034-228

EPISODE #

Production :

ADVENTURE TIME

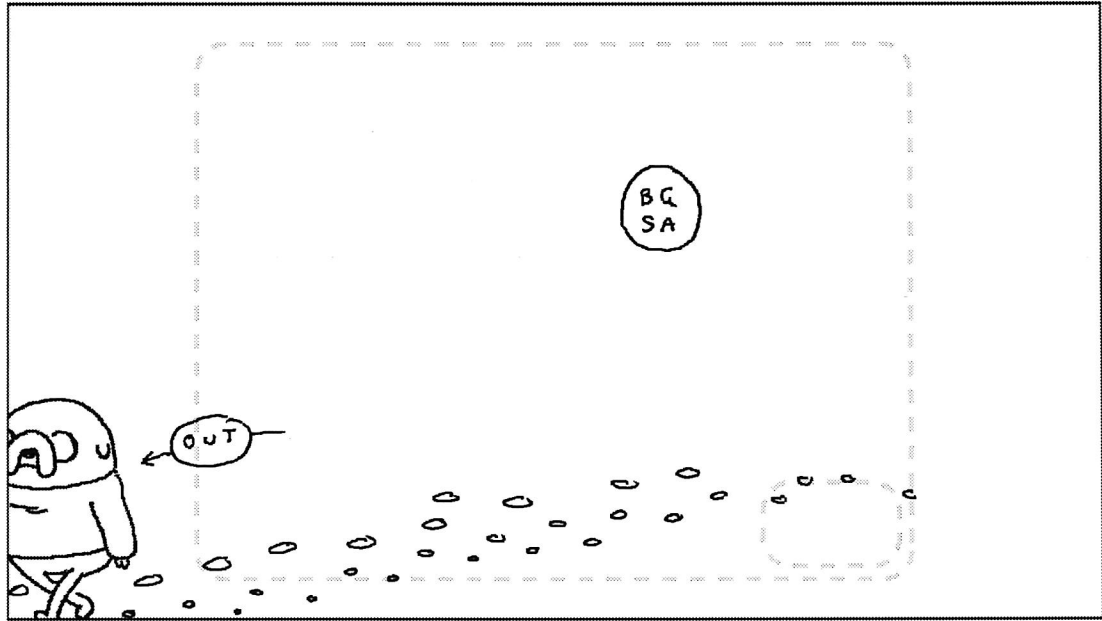


Sc. 102

Pnl. F

Bg.

day night

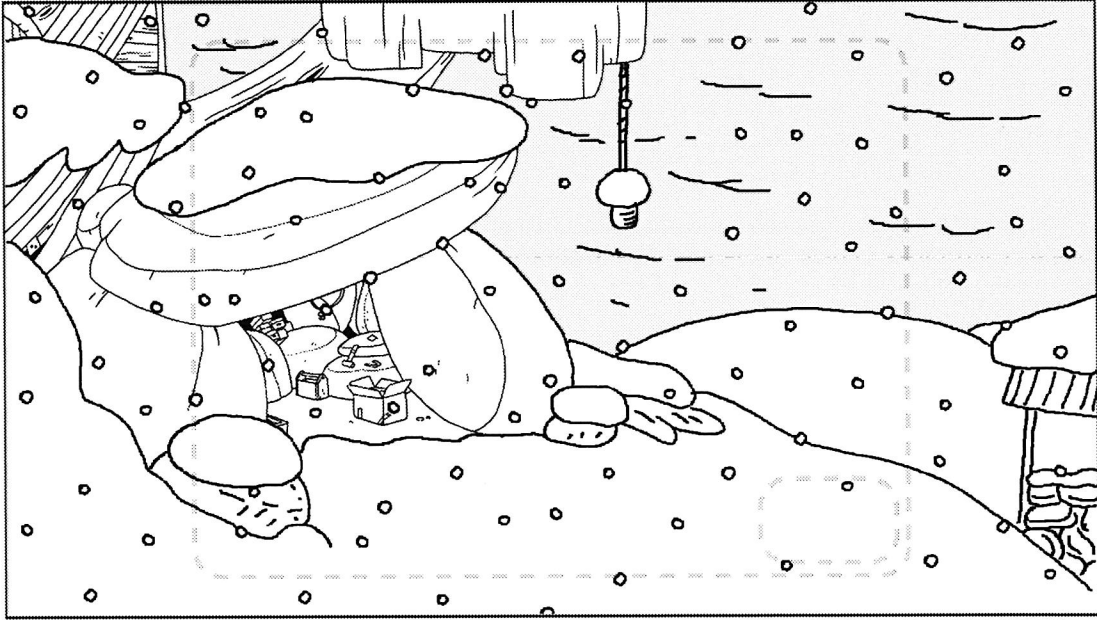


Sc. 103

Pnl. A

Bg.

day night



Dialog:
Action:
Timing:

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ADVENTURE TIME

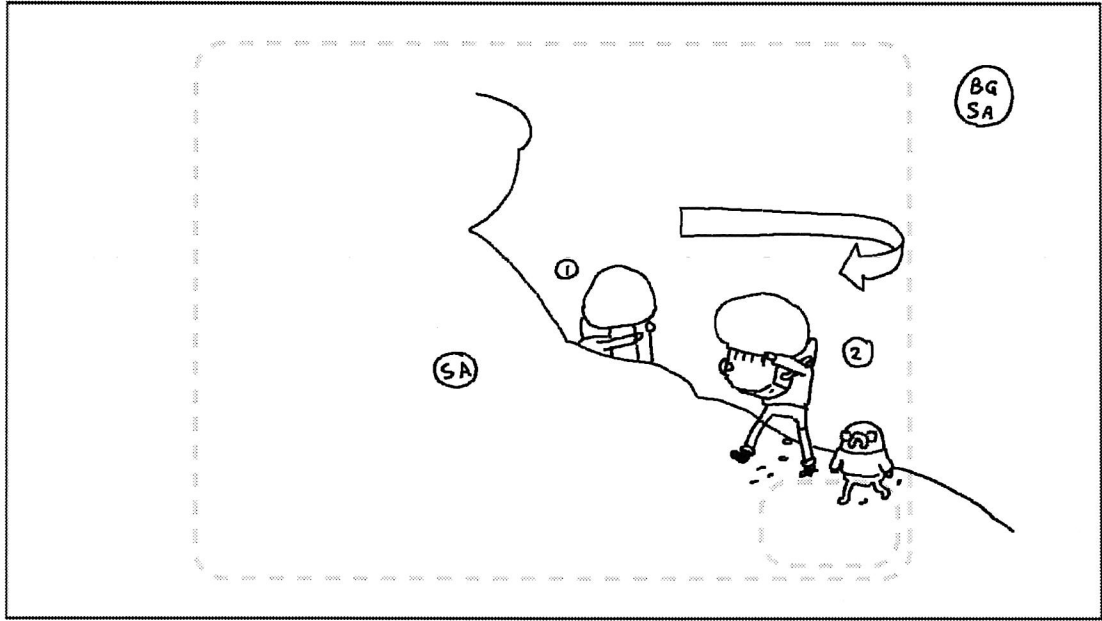


Sc. 103

Pnl. B

Bg.

day night

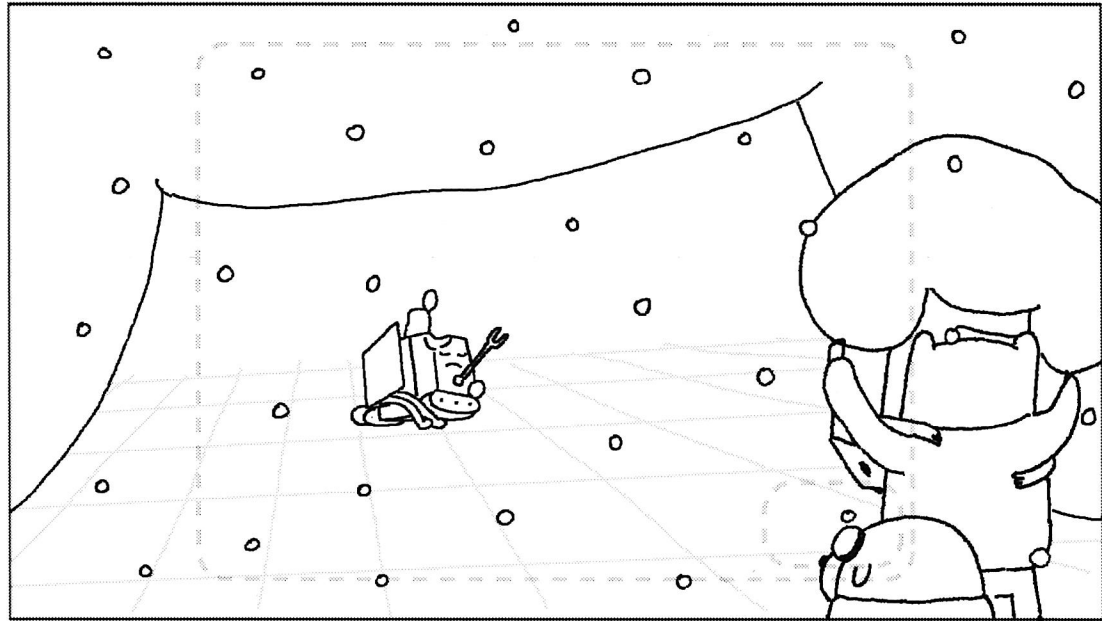


Sc. 104

Pnl. A

Bg.

day night



Dialog:
<p>(M) THERE !</p>
Action:
Timing:

EPISODE # 1034-228

Production :

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ADVENTURE TIME



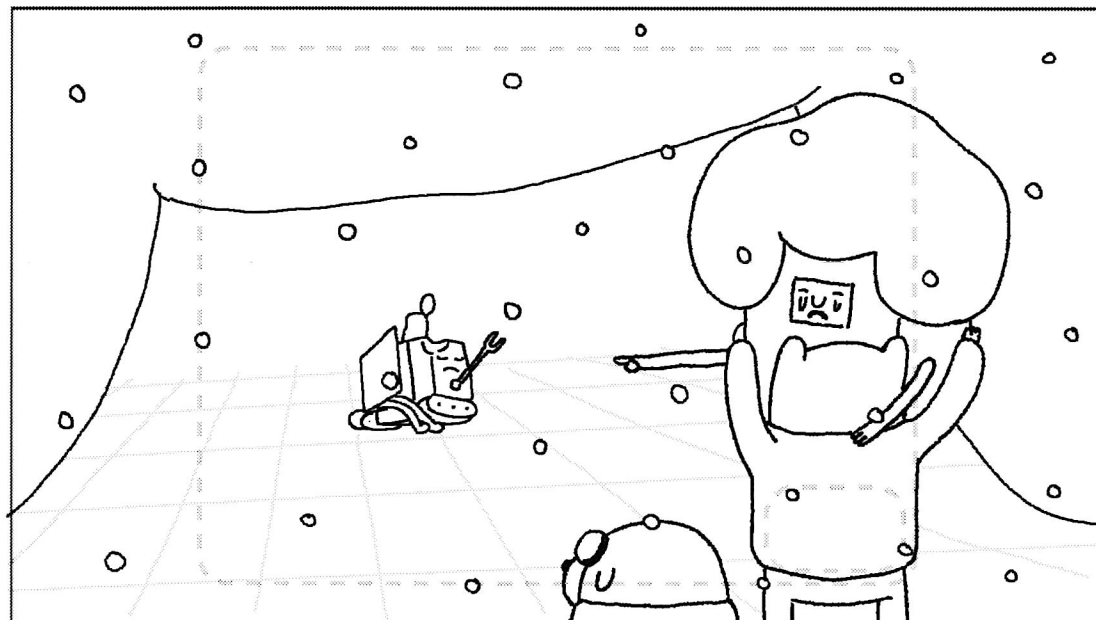
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Sc. 104

Pnl. B

Bg.

day night

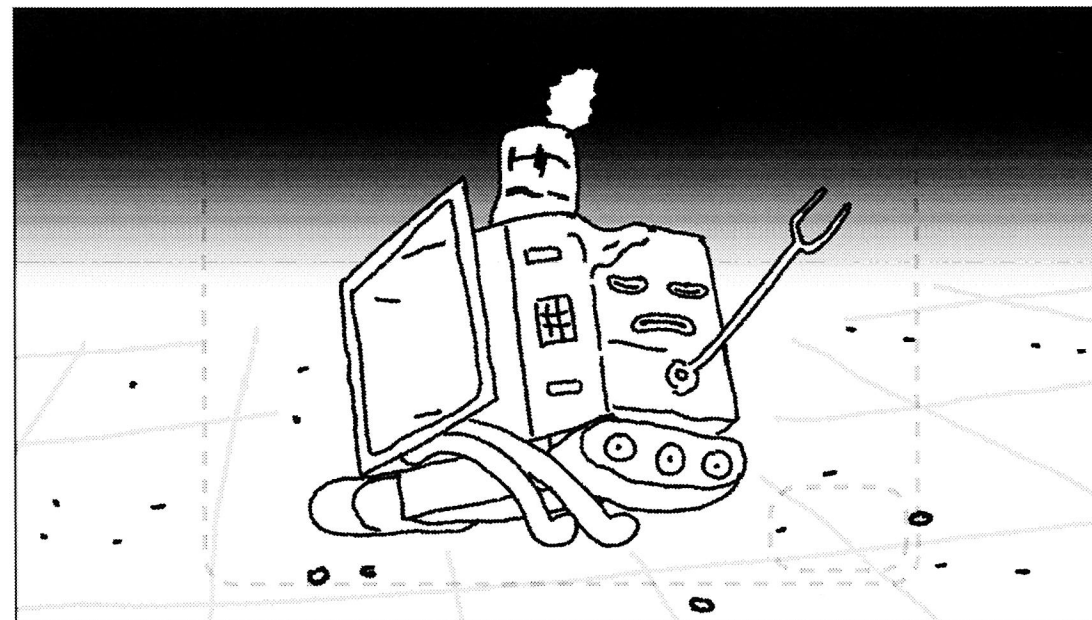


Sc. 105

Pnl. A

Bg.

day night



Dialog:

(M) THERE'S THE THIEF!

(M)(os) THE THIEF WITH MY LEGS!

Action:

Timing:

EPISODE # 1034-228

Production :

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ADVENTURE TIME

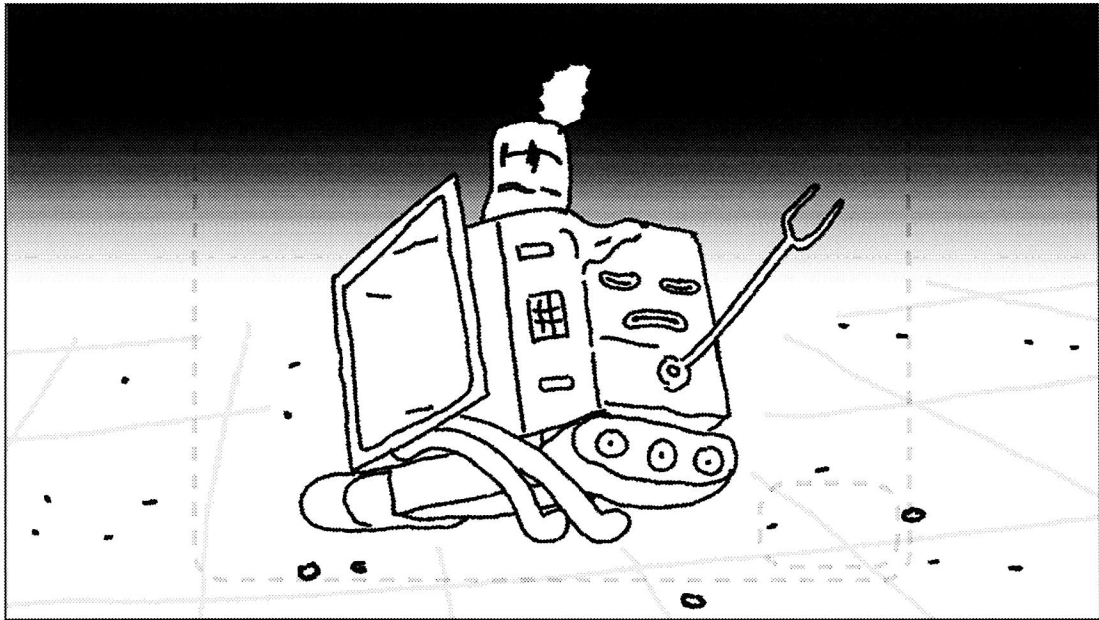


Sc. 105

Pnl. B

Bg.

day night

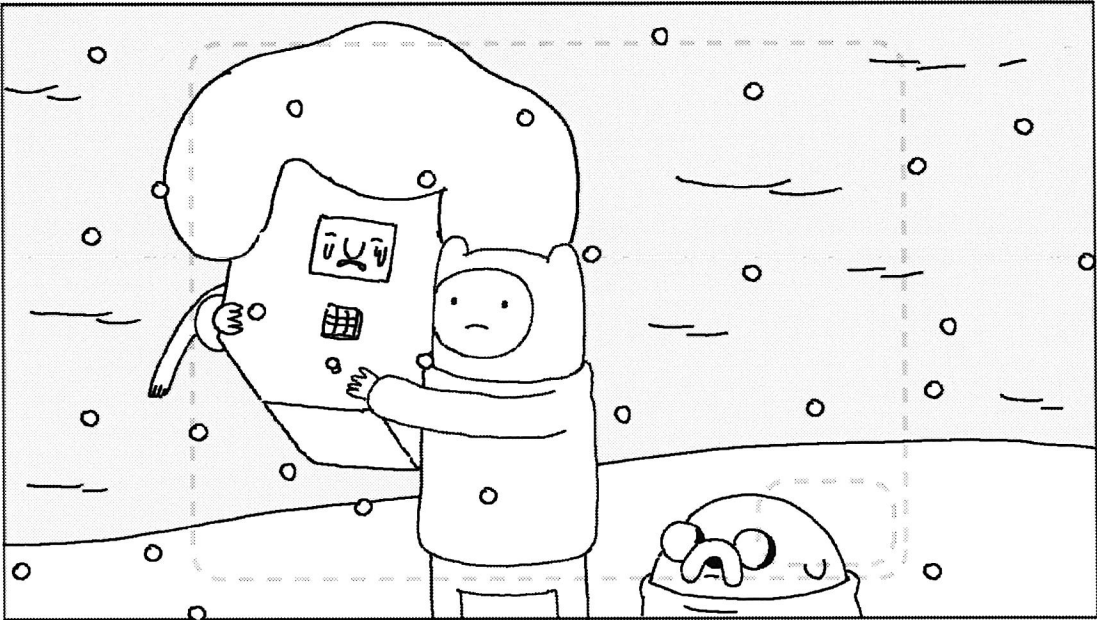


Sc. 106

Pnl. A

Bg.

day night



Dialog:

(F) (OS) NEPTR?!

(M) THROW HIM OUT!

Action:

Timing:

1034-228

EPISODE #

Production :

ADVENTURE TIME



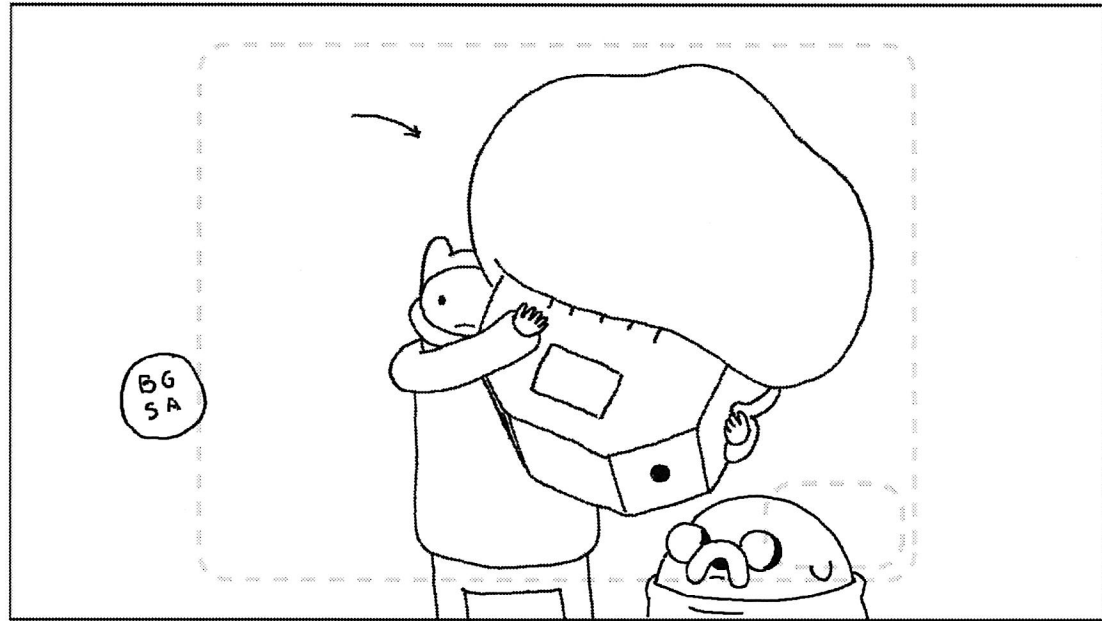
Page 22

Sc. 106

Pnl. B

Bg.

day night

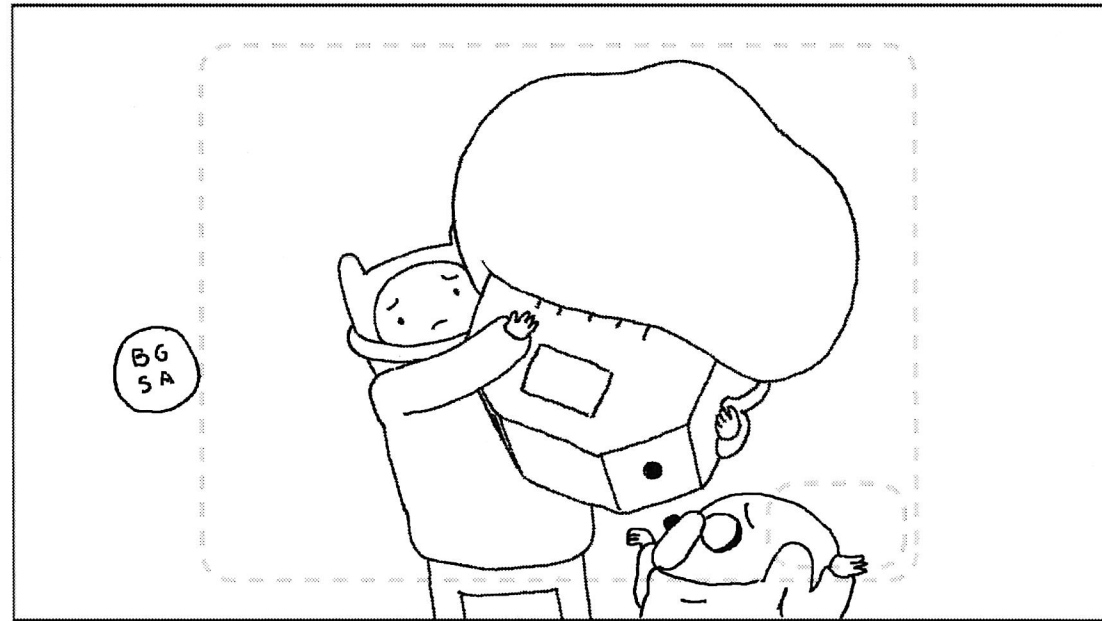


Sc. 106

Pnl. C

Bg.

day night



Dialog:	(SOBBING) (M) I'M YOUR ONLY ROBOT NOW!
Action:	
Timing:	

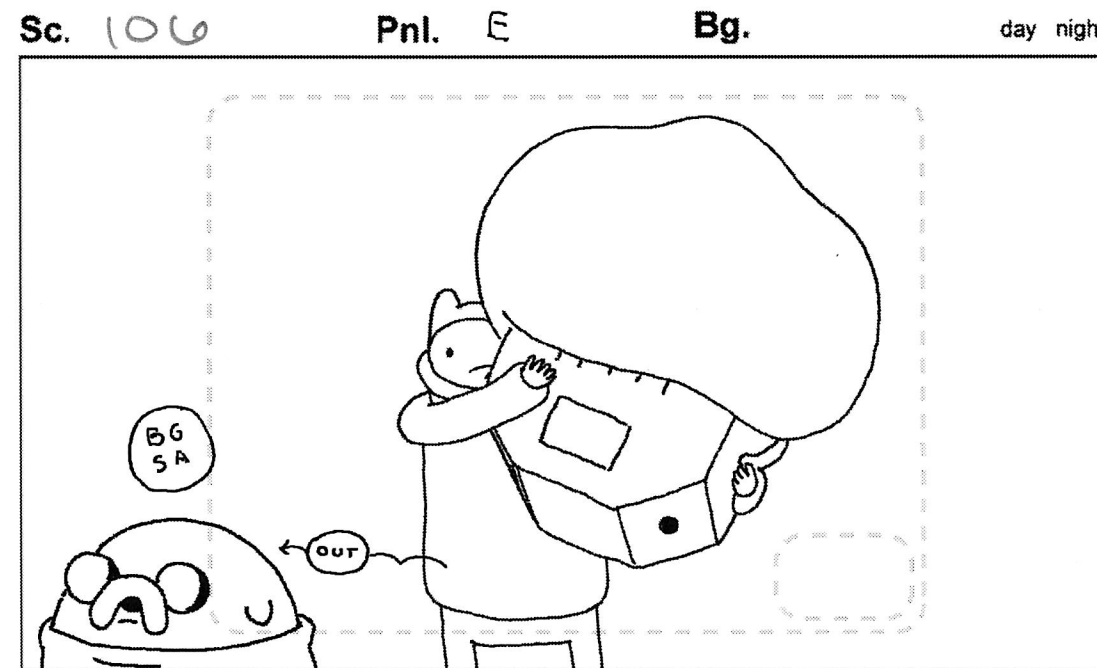
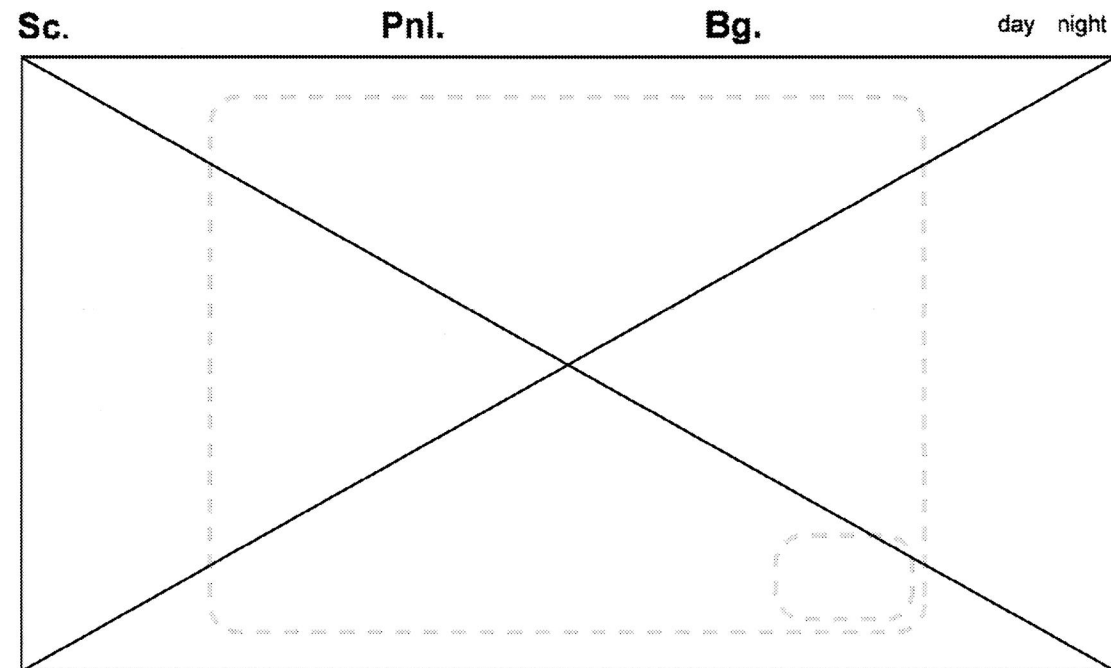
EPISODE # 1034-228

Production :

ADVENTURE TIME



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Dialog:

Action:

JAKE WALKS TO NEPTR.

Timing:

1034-228

EPISODE #

Production :

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ADVENTURE TIME

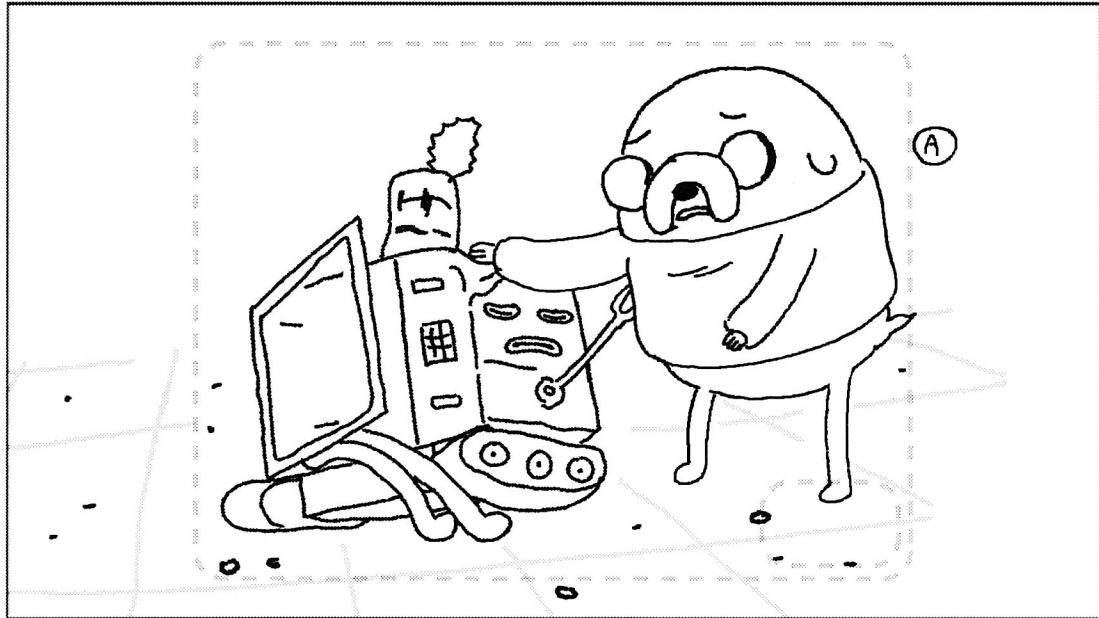


Sc. 107

Pnl. A

Bg.

day night

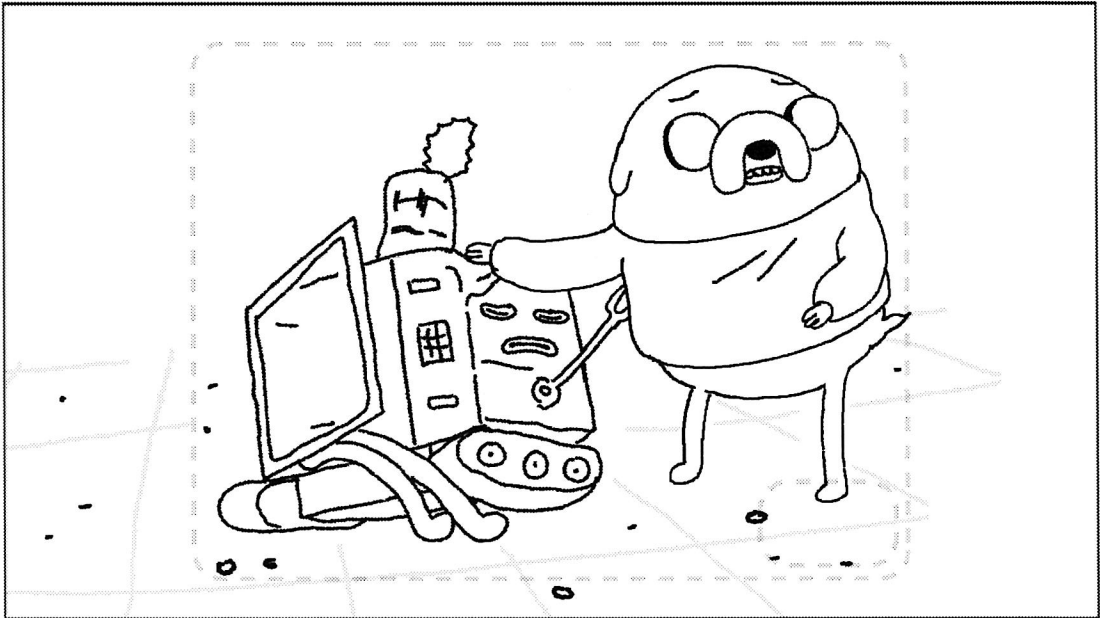


Sc. 107

Pnl. E

Bg.

day night



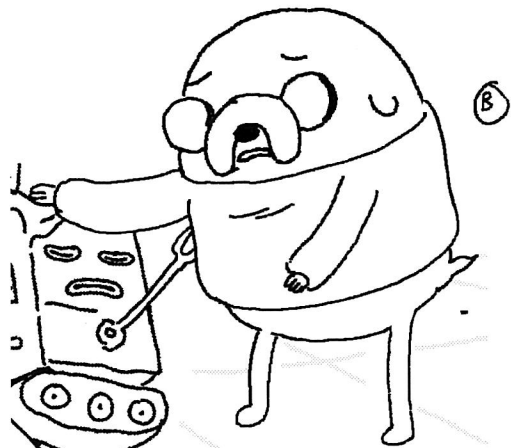
Dialog:

J UH ... HEY FINN? NEPTR'S OUT COLD.

Action:

A B A B

Timing:



J HE'S GOT A HECK OF A DENT ON HIS HEAD.

1034-228

EPISODE #

Production :

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ADVENTURE TIME



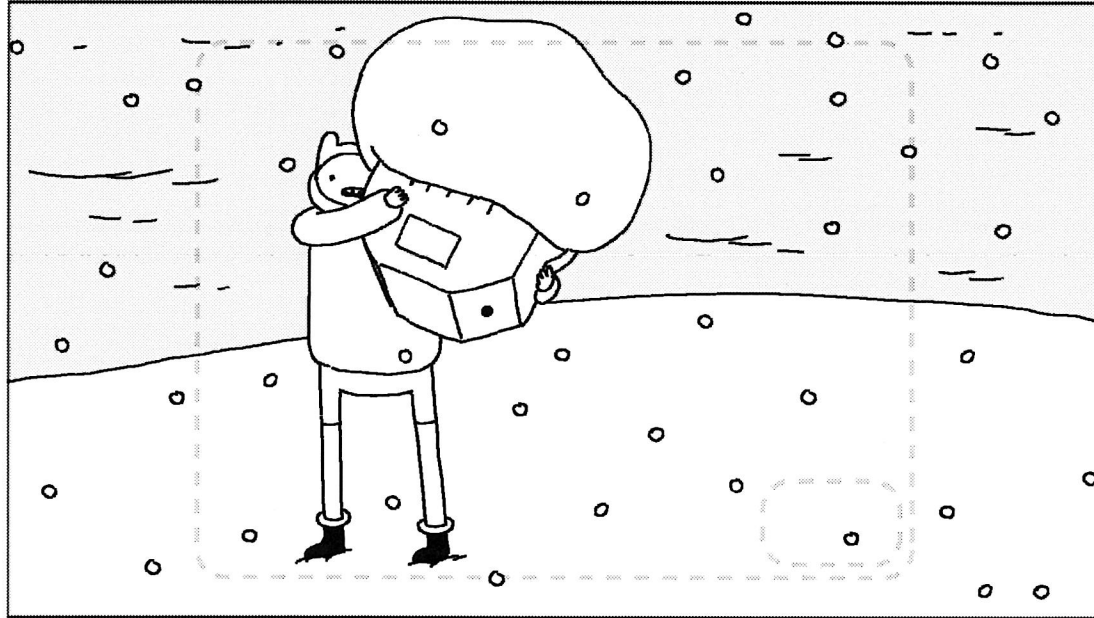
Page 125

Sc. 108

Pnl. A

Bg.

day night

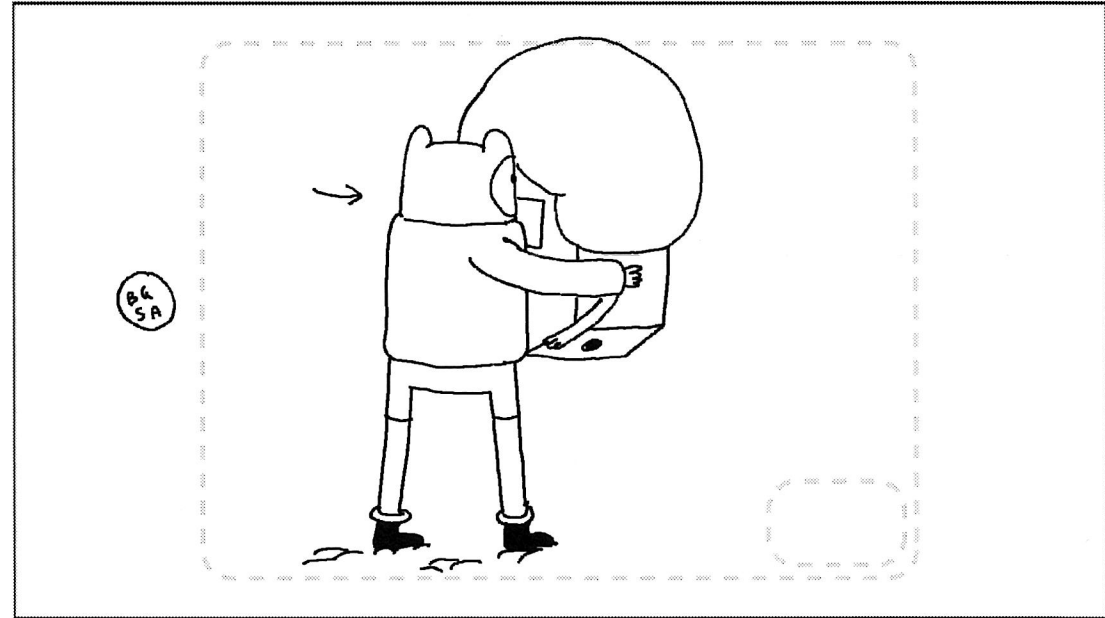


Sc. 108

Pnl. B

Bg.

day night



Dialog:

(F) WHAT?

Action:

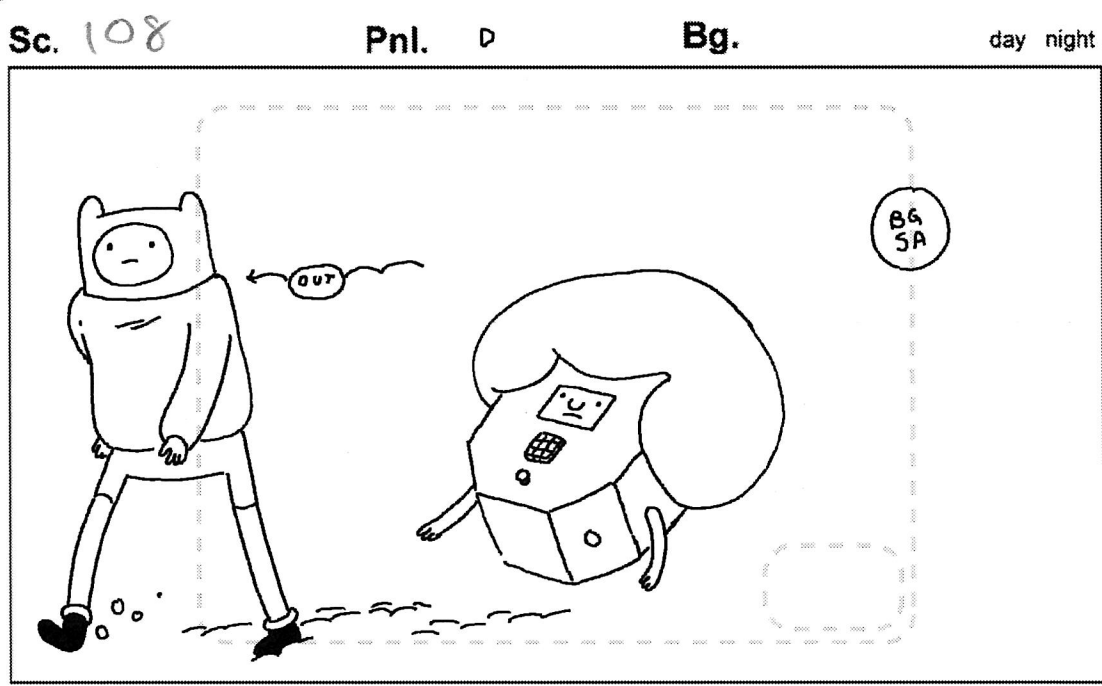
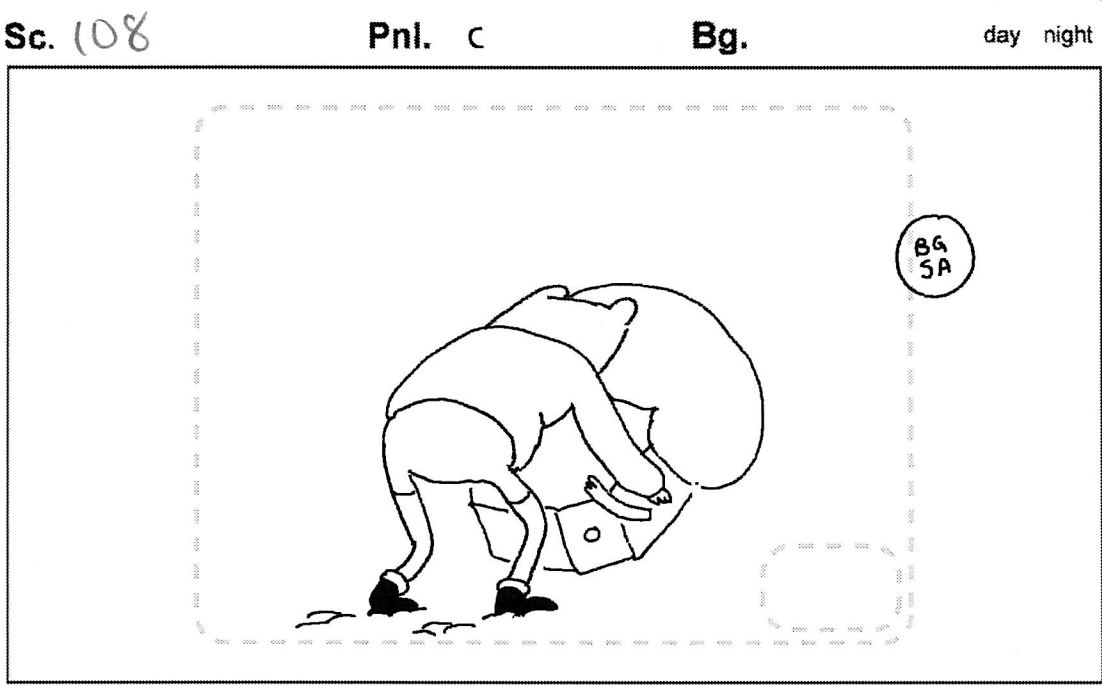
Timing:

EPISODE # 1034-228

Production :

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ADVENTURE TIME



Dialog:
Action:
Timing:

EPISODE # 1034-228
Production :

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ADVENTURE TIME

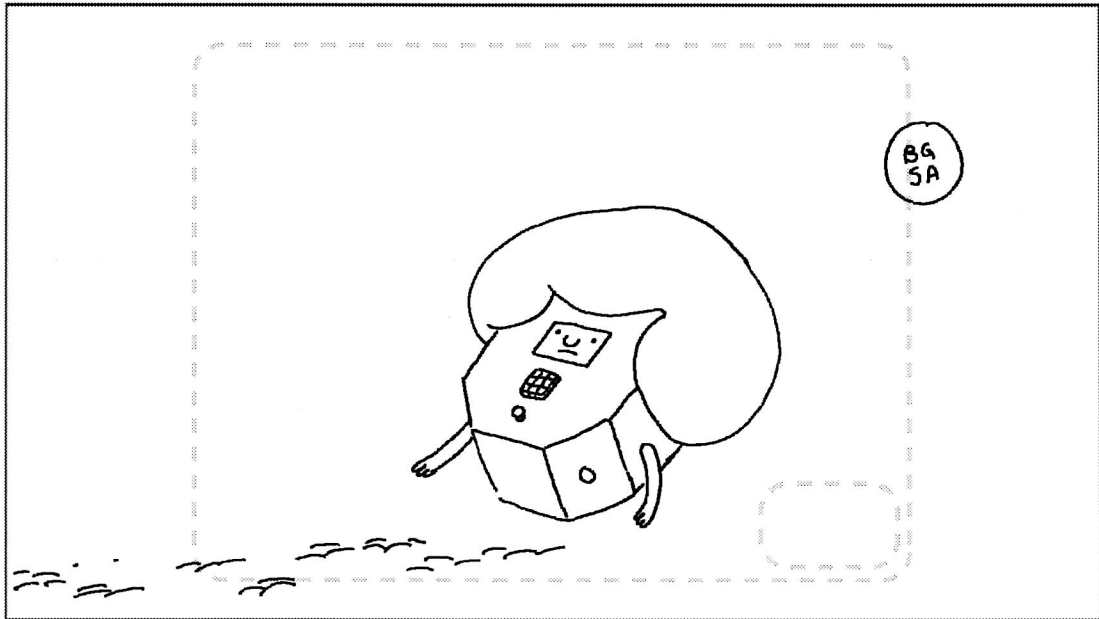


Sc. 108

Pnl. E

Bg.

day night

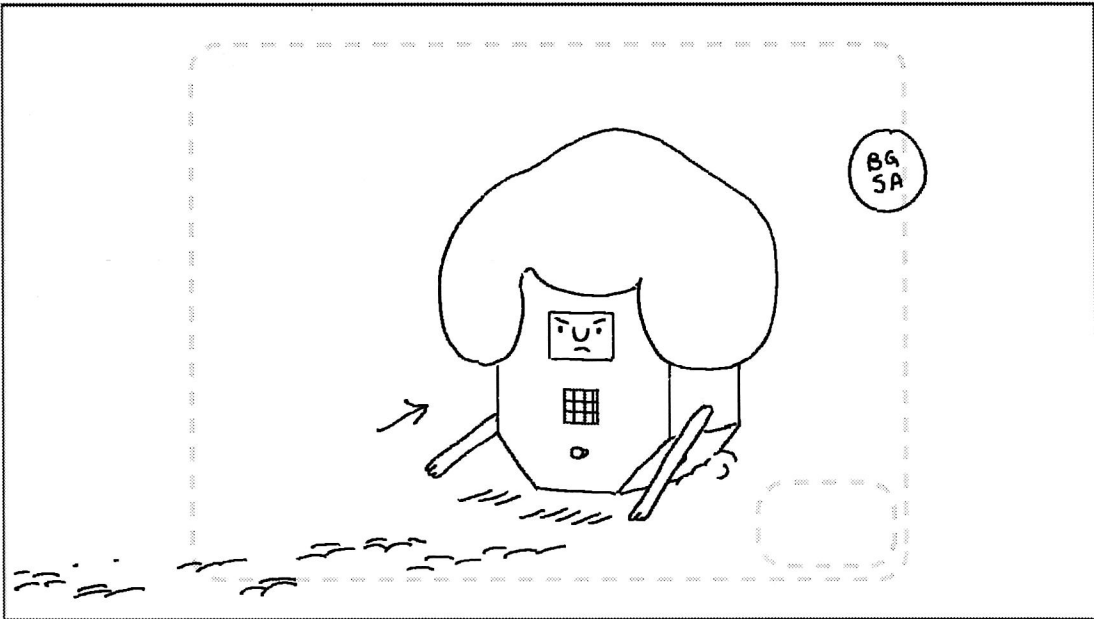


Sc. 108

Pnl. F

Bg.

day night



Dialog:

Action:

PUSHES ITSELF UP.

Timing:

EPISODE # 1034-228

Production :

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ADVENTURE TIME

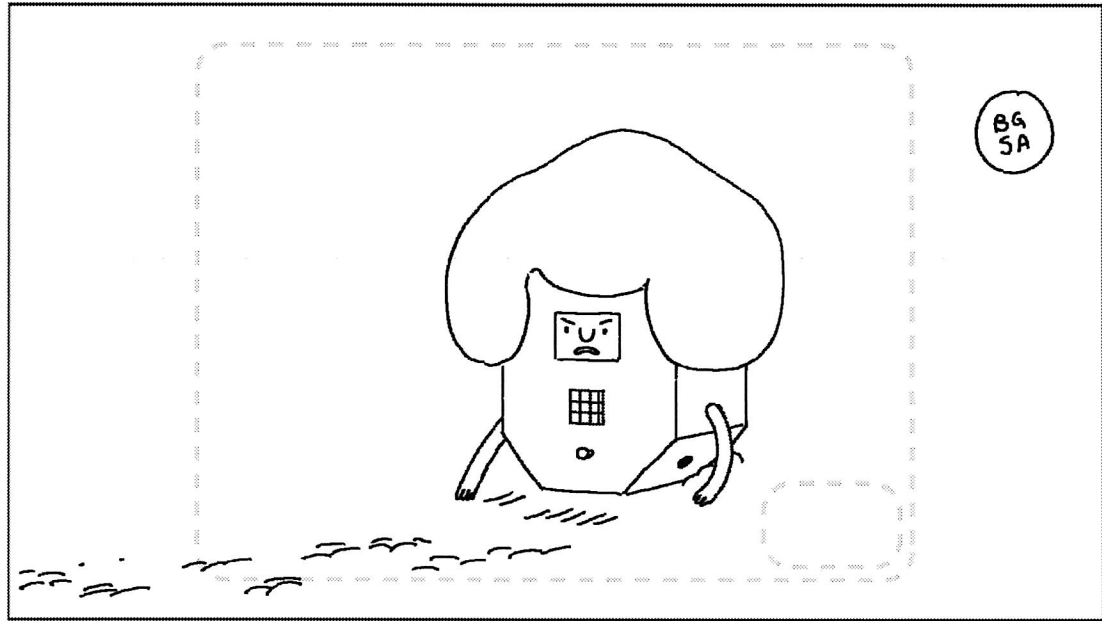


Sc. 108

Pnl. G

Bg.

day night

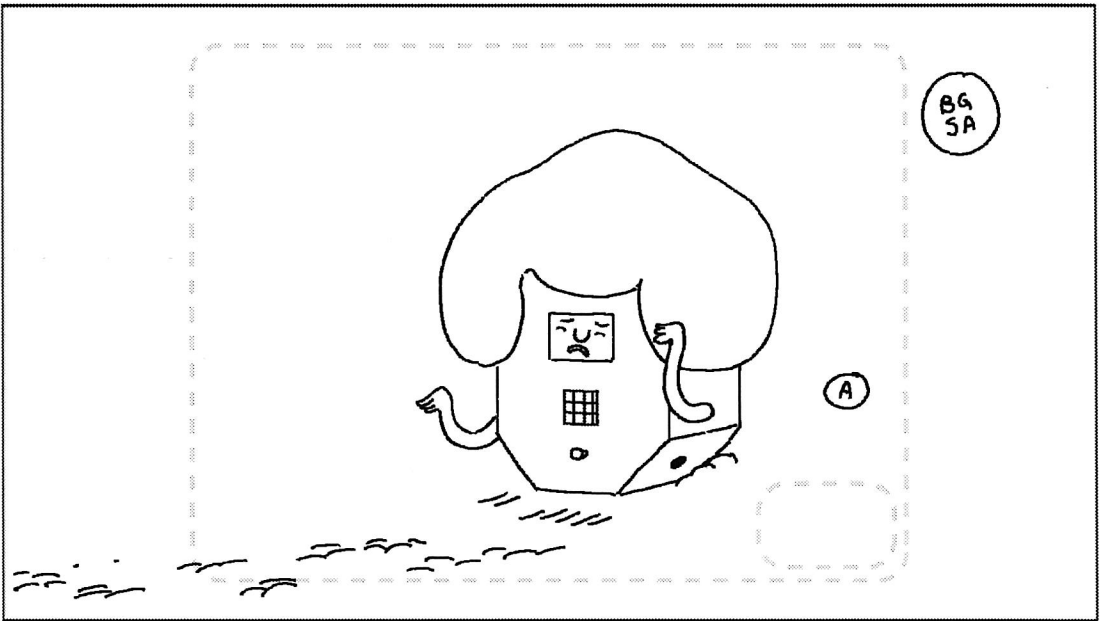


Sc. 108

Pnl. H

Bg.

day night



Dialog:

(NO LONGER SOUNDING SAD)

(M)

FORGET HIM. I'M YOUR ROBOT. A

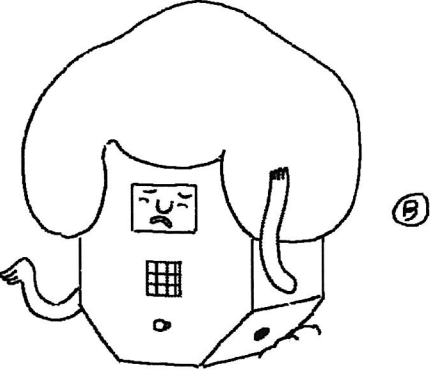
BLOO HOO! YOU LOVE ME, RIGHT?

LOVE ME LIKE A BMO?

Action:

A B A B A
CLOING

Timing:



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Production :

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ADVENTURE TIME



Page 129

Sc. 109

Pnl. A

Bg.

day night

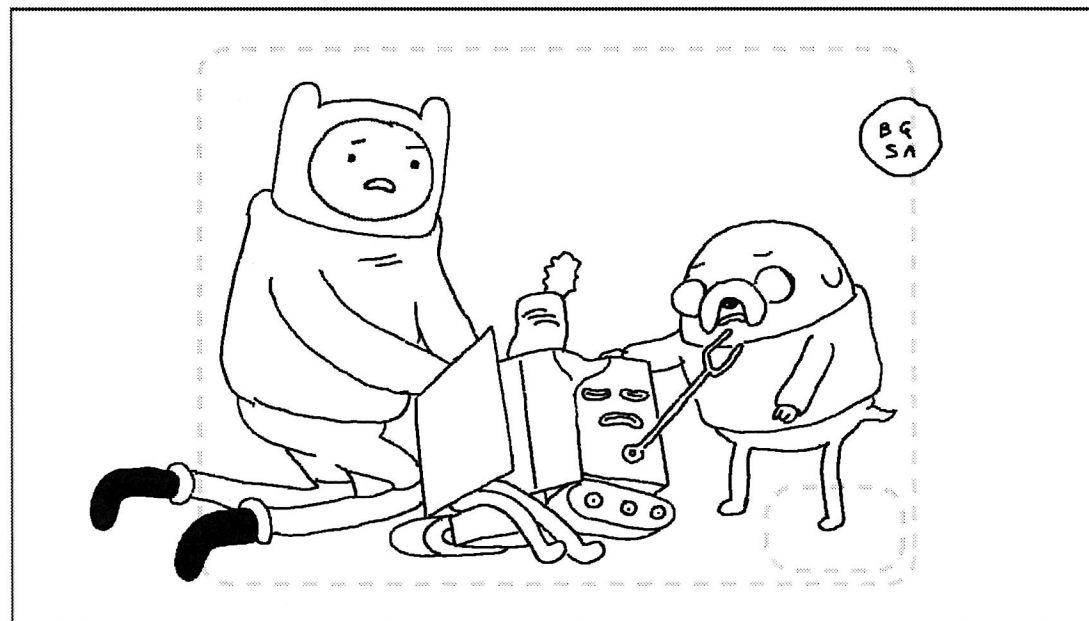


Sc. 109

Pnl. B

Bg.

day night



Dialog:

Ⓕ WHAT? UH I DUNNO,

Ⓕ/(CONT) I GUESS? WE LOVE HER.

Action:

Timing:

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Production :

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ADVENTURE TIME



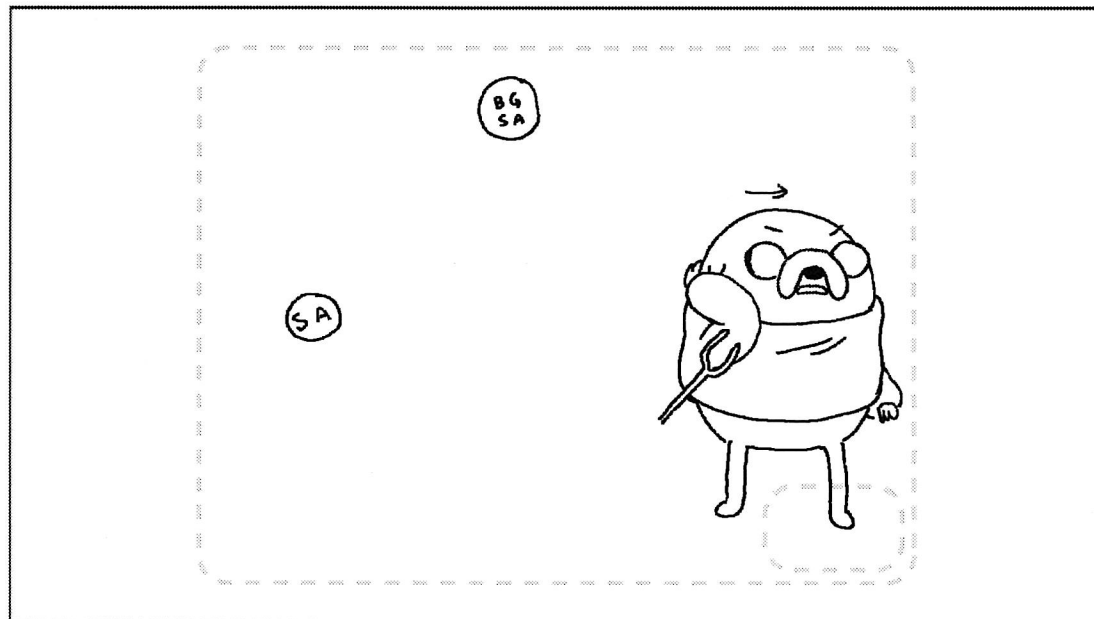
Page 130

Sc. 109

Pnl. c

Bg.

day night

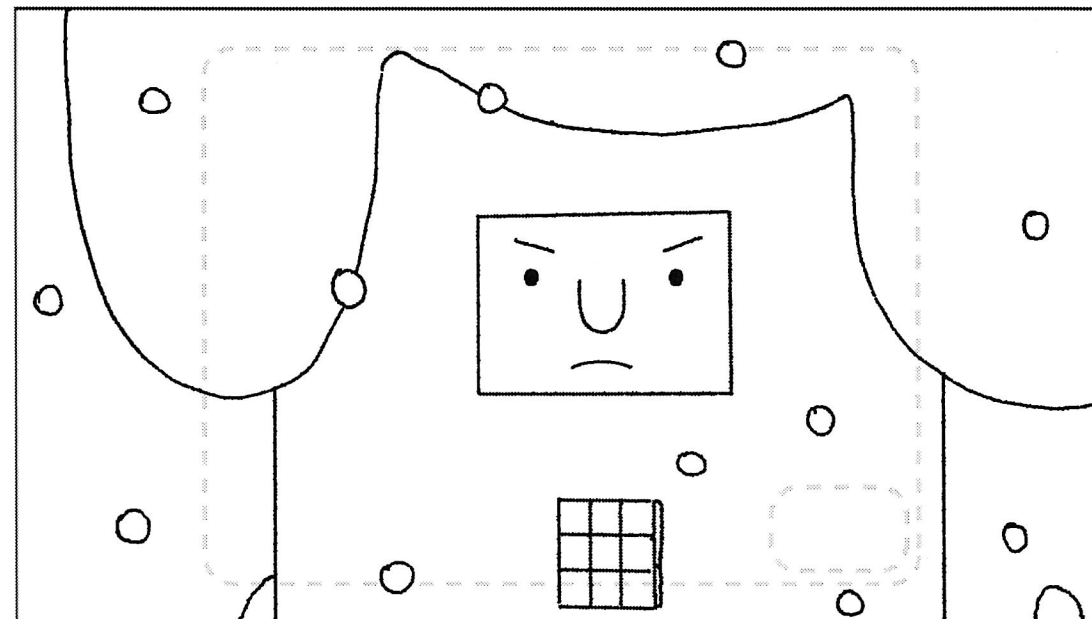


Sc. 110

Pnl. A

Bg.

day night



Dialog:

①/ YEAH MAN, BE COOL. BMO'S
LIKE OUR BEST FRIEND

Action:

Timing:

EPISODE # 1034-228

Production :

ADVENTURE TIME



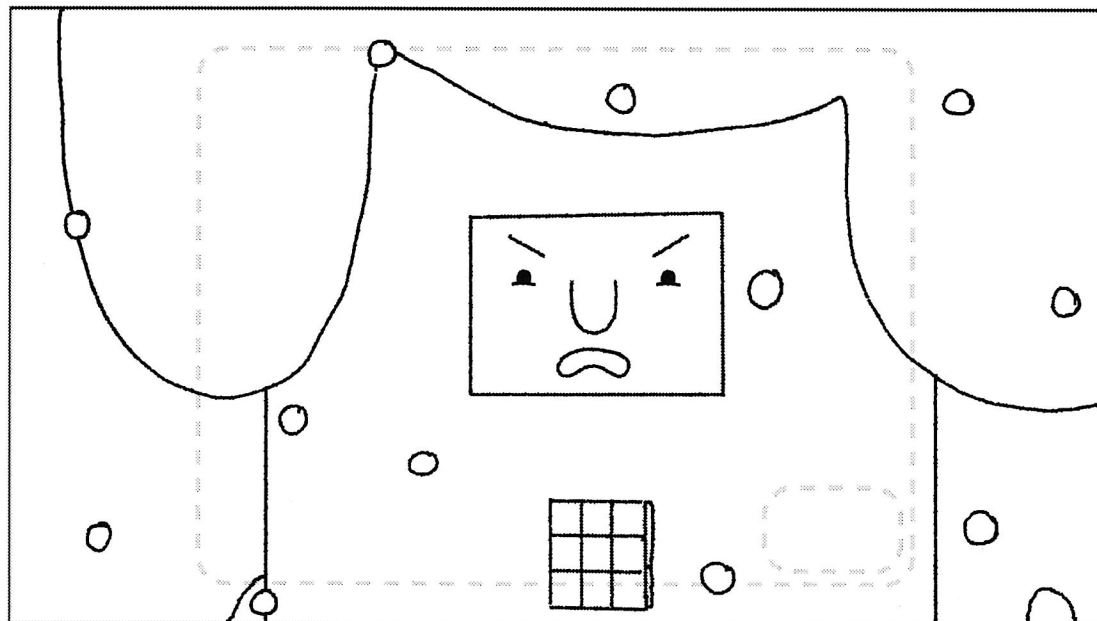
Page 131

Sc. 110

Pnl. β

Bg.

day night

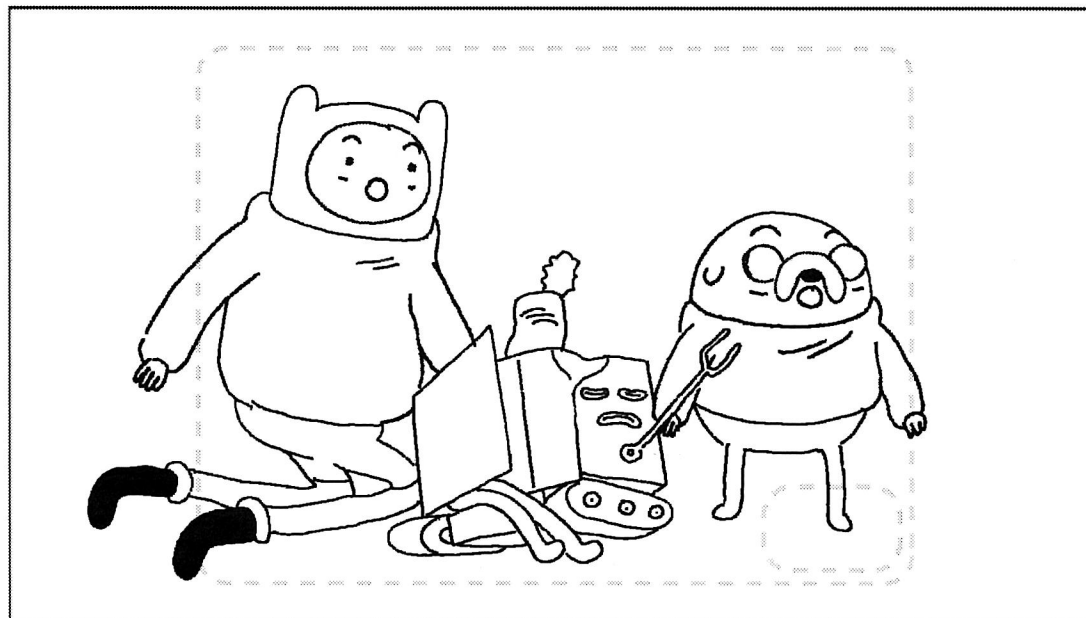


Sc. 111

Pnl. A

Bg.

day night



Dialog:

(M) BMO'S TRASH!!!

(F) MOE!!!

Action:

Timing:

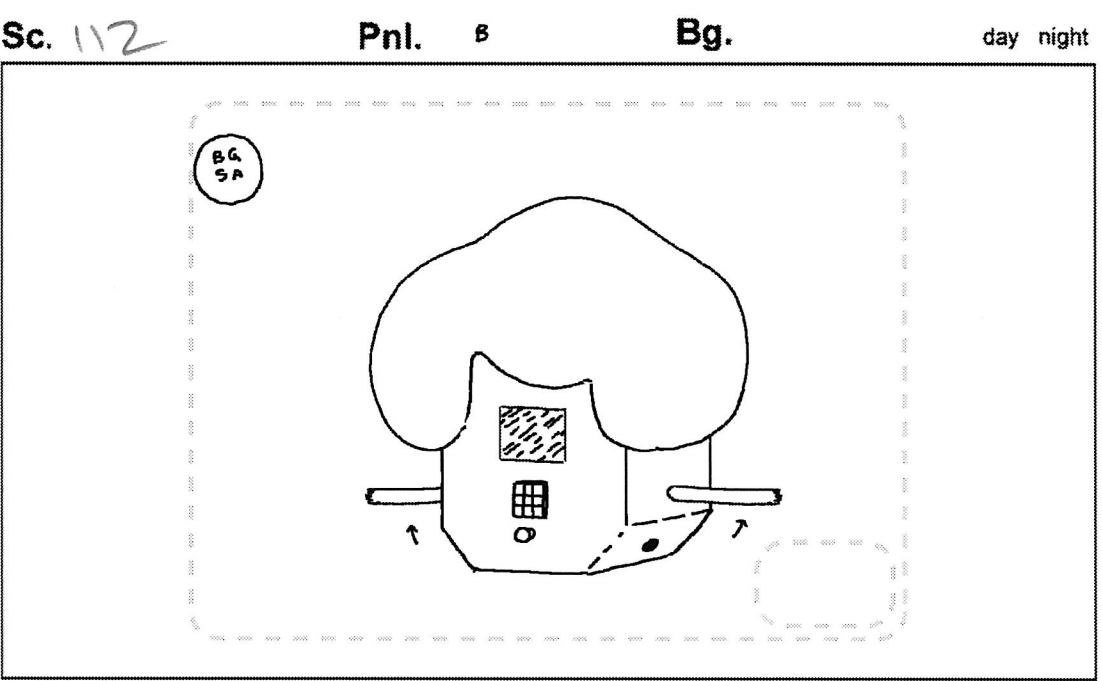
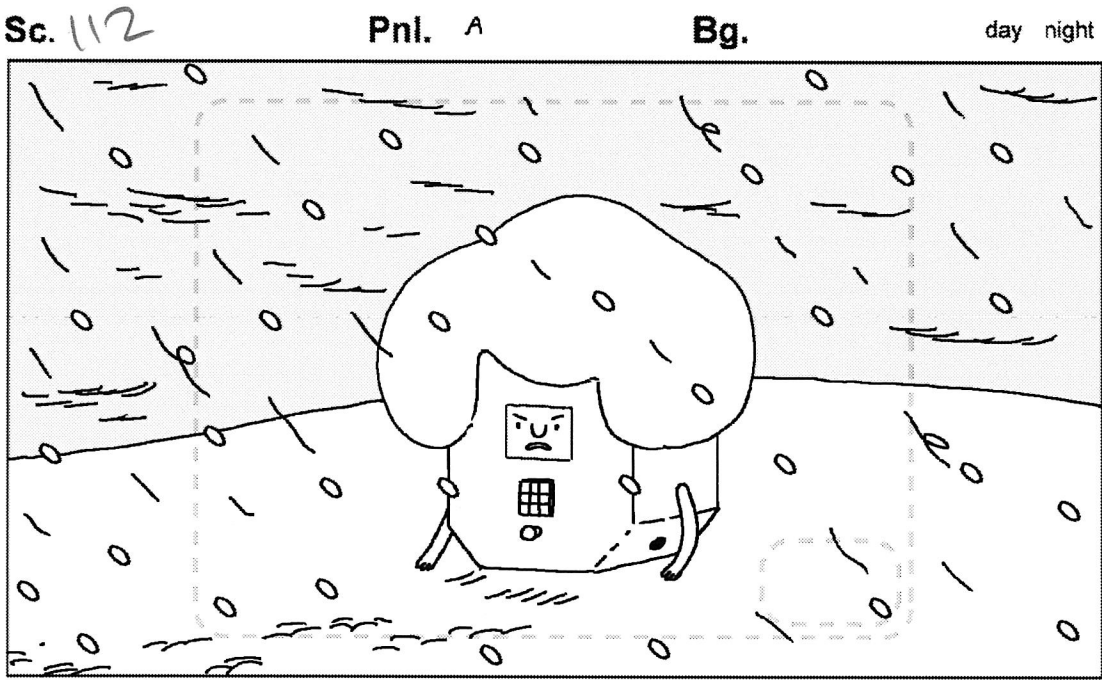
1034-228

EPISODE #

Production :

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ADVENTURE TIME



Dialog:

Action:

Timing:

PREV. MODEL.

NEW MODEL

WINDS START BLOWIN'

I TWEAKED MOE/AMO FROM THE PREVIOUS SCENE TO BE CLOSER TO THE ON-MODEL AMO. WILL PEOPLE NOTICE THE CHANGE? DOES THE PREVIOUS SCENE NEED TWEAKED? - S.W.

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Production :

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ADVENTURE TIME



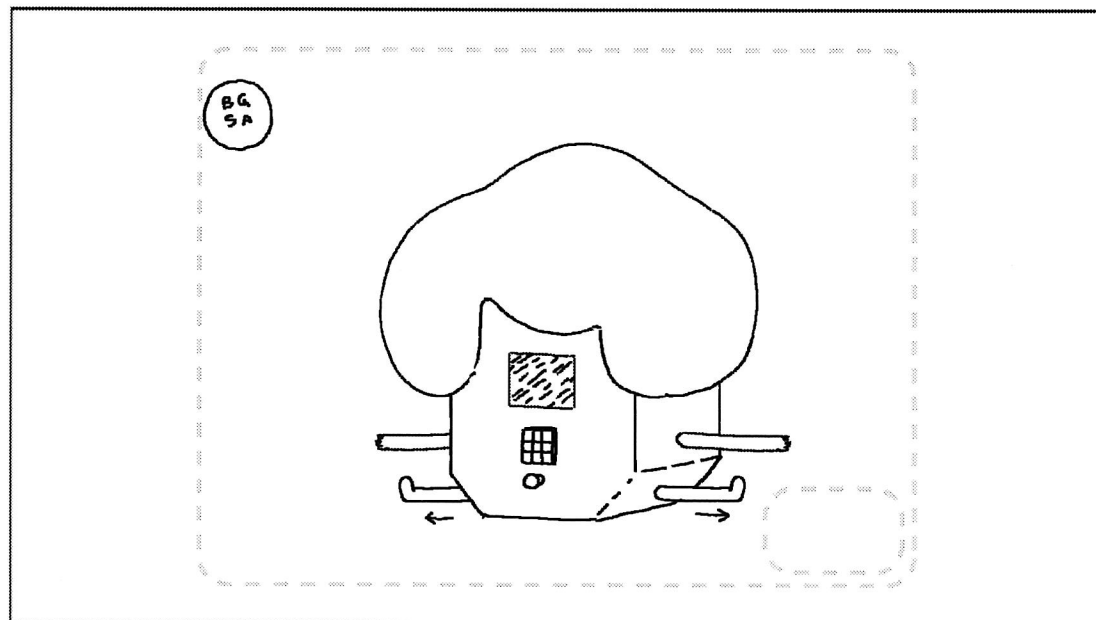
Page 133

Sc. 112

Pnl. c

Bg.

day night

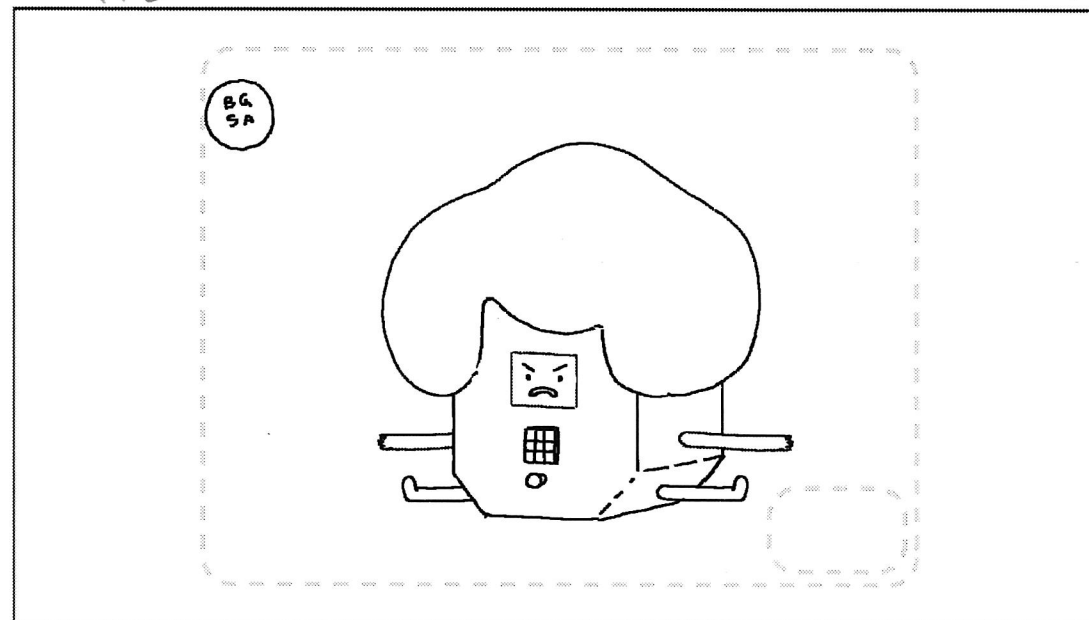


Sc. 112

Pnl. p

Bg.

day night



Dialog:

Action:

A M O ' S F A C E .

Timing:

EPISODE # 1034-228

Production :

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ADVENTURE TIME



Sc. 112

Pnl. e

Bg.

day night

Sc. 112

Pnl. f

Bg.

day night

Dialog:
Action:
Timing:

ADVENTURE TIME



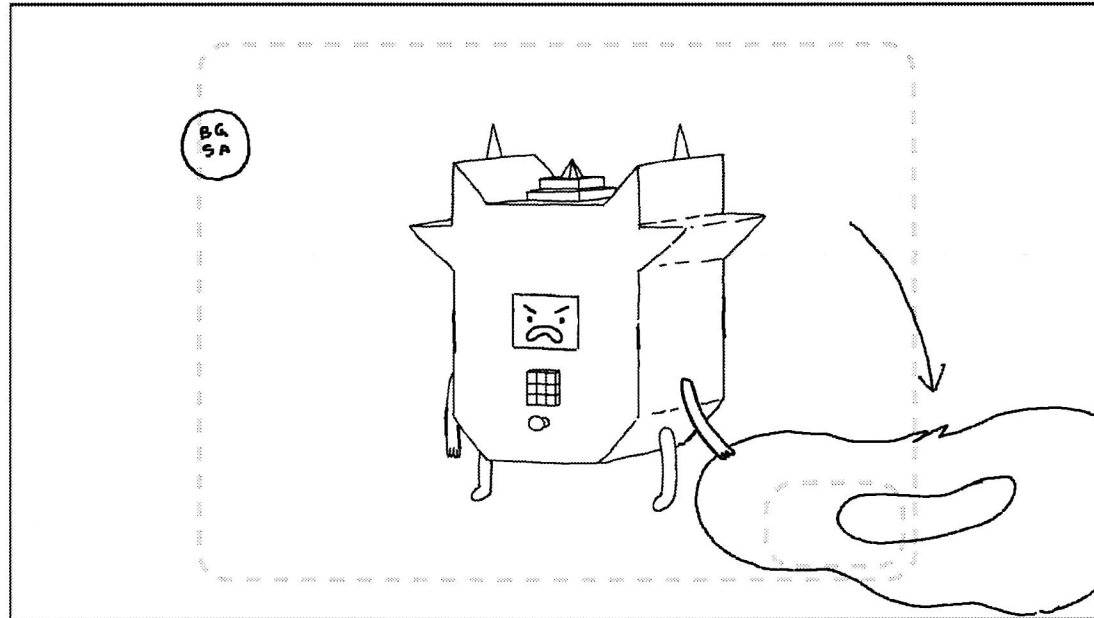
Page 135

Sc. 112

Pnl. G

Bg.

day night

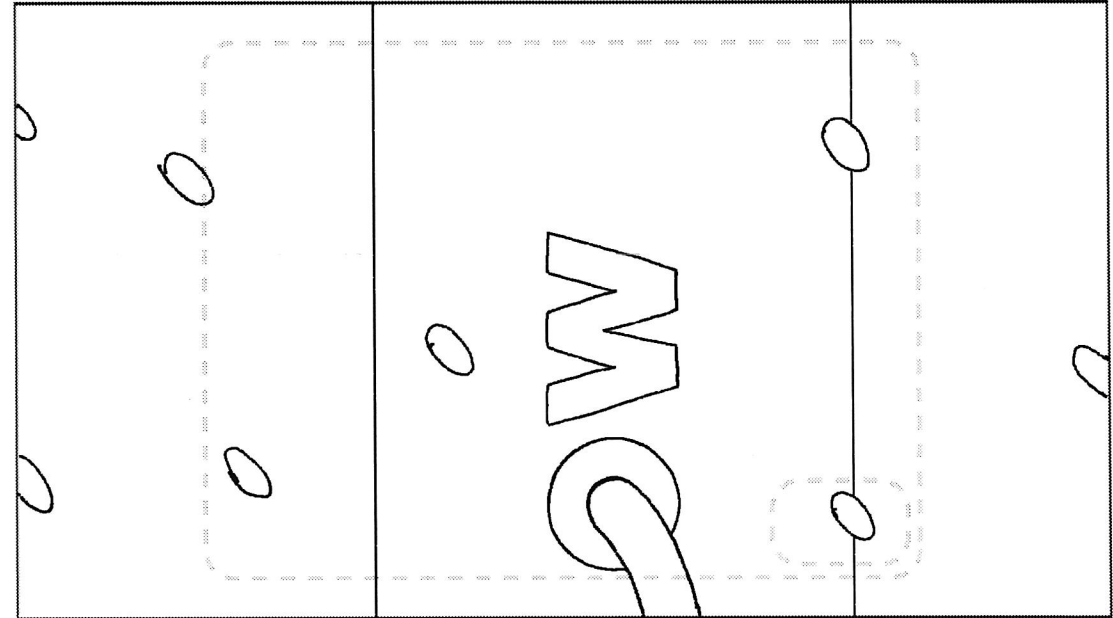


Sc. 113

Pnl. A

Bg.

day night



Dialog:

A MOE'S DEAD !

Action:

Timing:

EPISODE # 1034-228

Production :

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ADVENTURE TIME



Sc. 113

Pnl. B

Bg.

day night

Sc. 113

Pnl. C

Bg.

day night

Dialog:	(SFX) / RIP!
Action:	
Timing:	HOLY SHIT. IT'S AMC.

EPISODE # 1034-228

Production :

ADVENTURE TIME

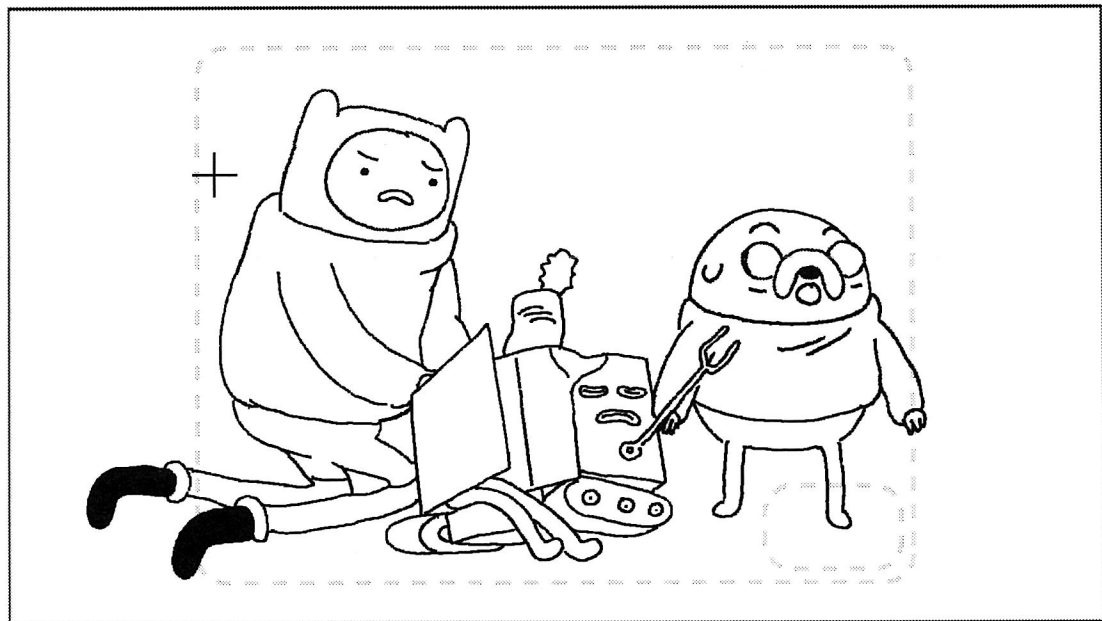


Sc. 114

Pnl. A

Bg.

day night

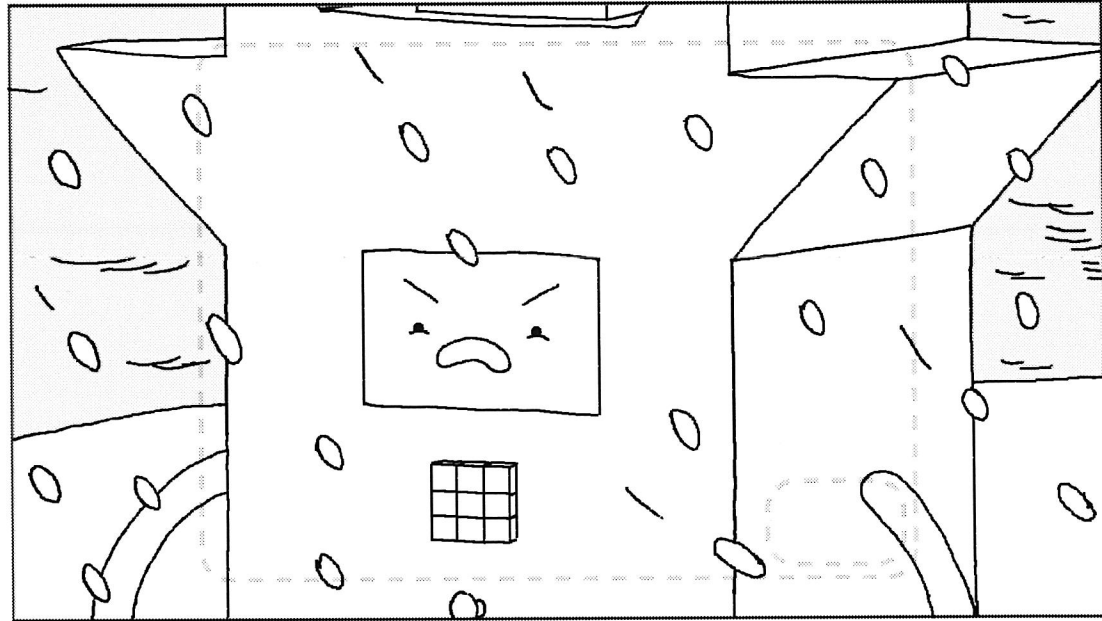



Sc. 115

Pnl. B

Bg.

day night

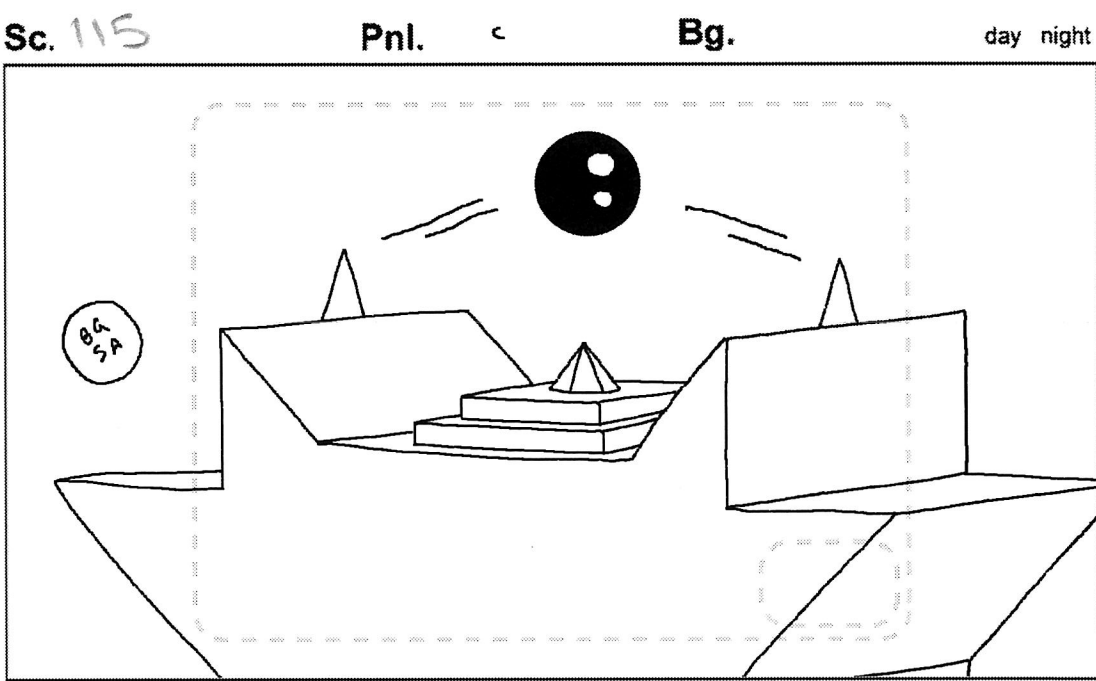
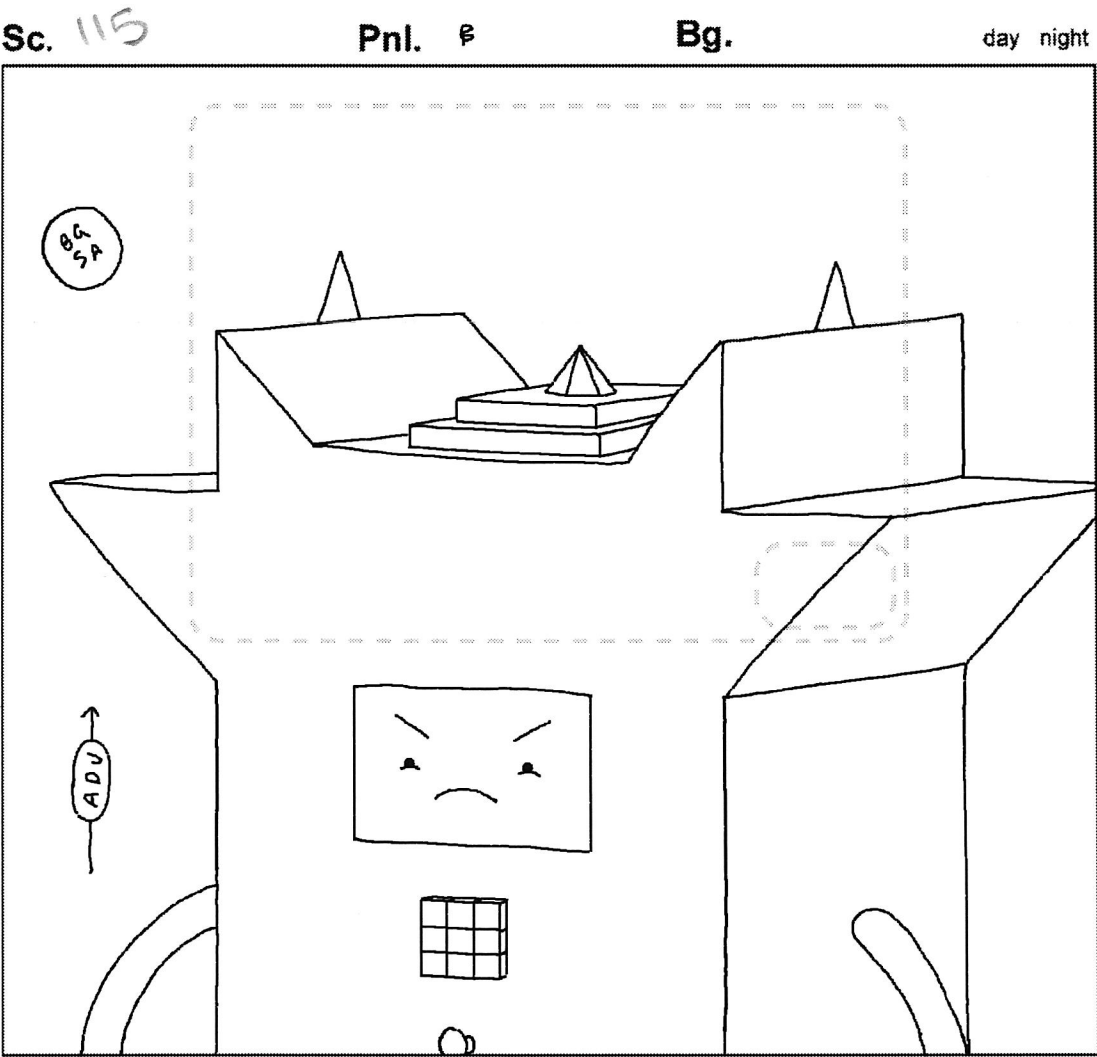


Dialog:	F / yyy A H H m m m o . ?		A / YOU DON'T LOVE ME!!!!	
Action:	+ 			
Timing:				

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Production :

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ADVENTURE TIME

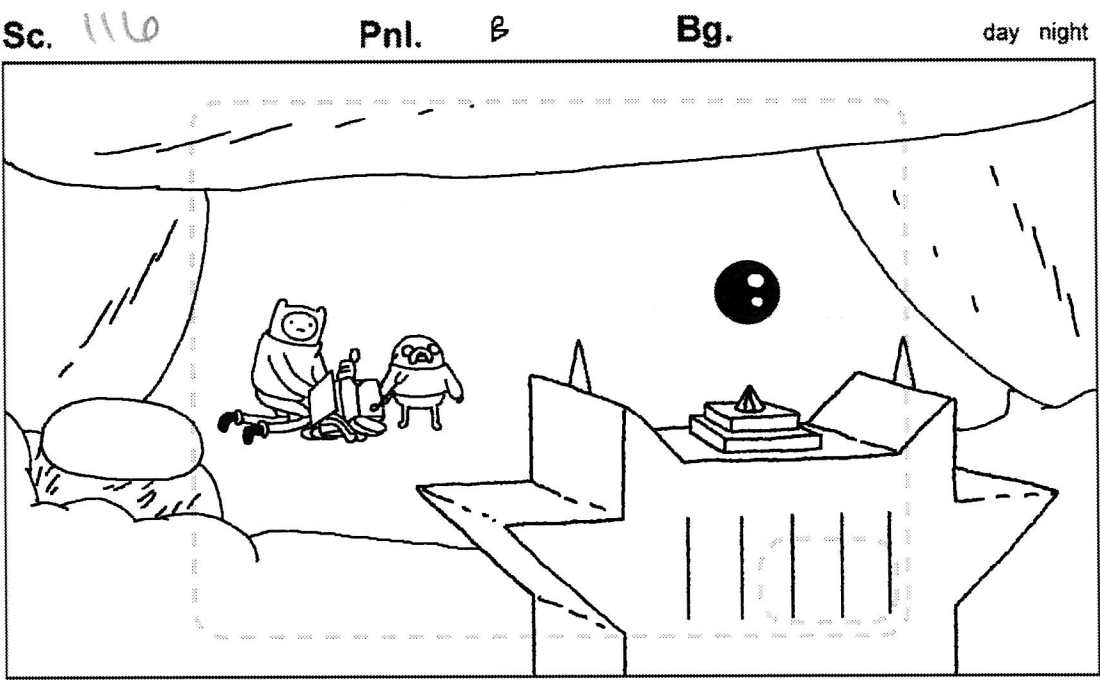
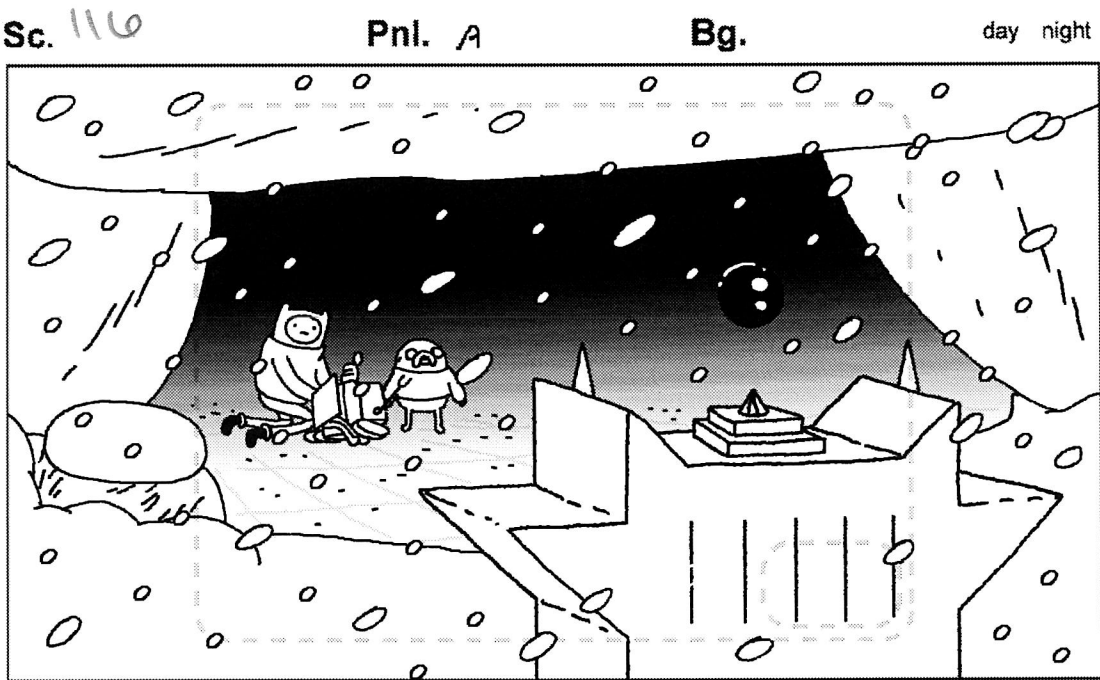


Dialog:
<u>SFX</u> / <u>z o p!</u>
Action:
Timing:

EPISODE # 1034-228

Production :

ADVENTURE TIME



Dialog:

Action:

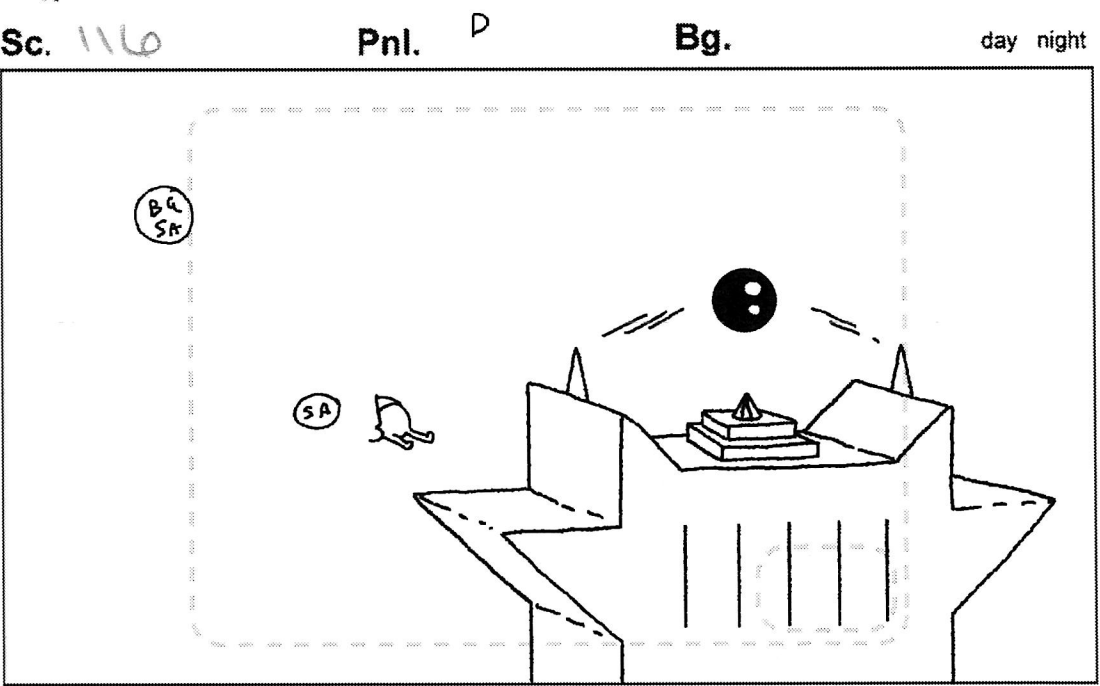
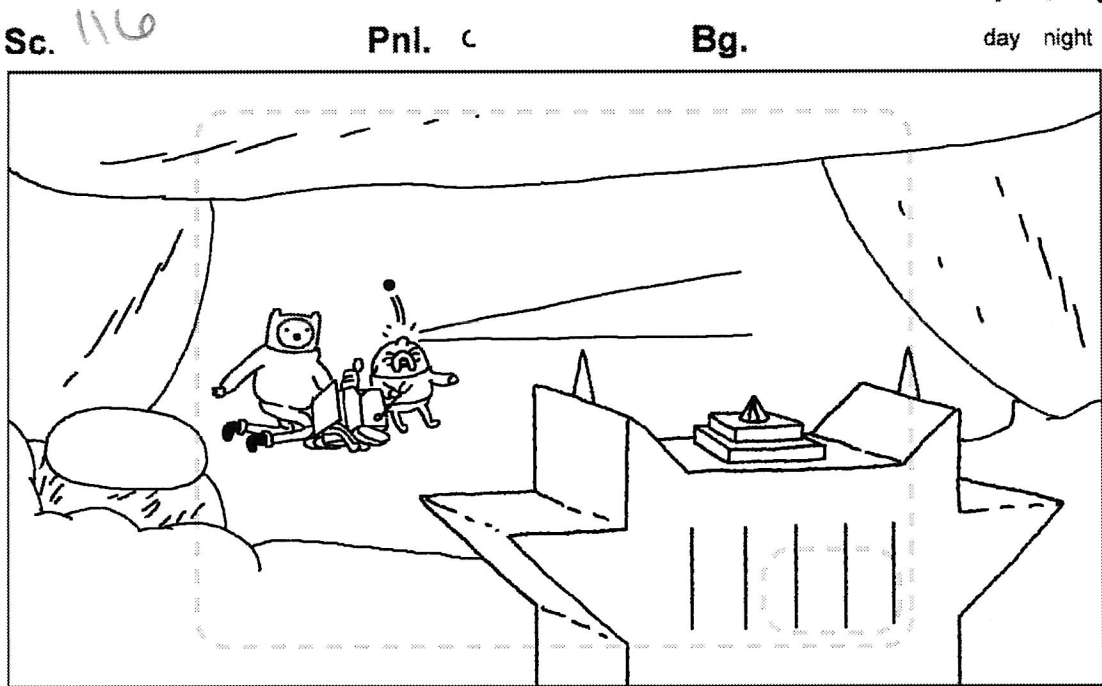
Timing:

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ADVENTURE TIME



Page 140

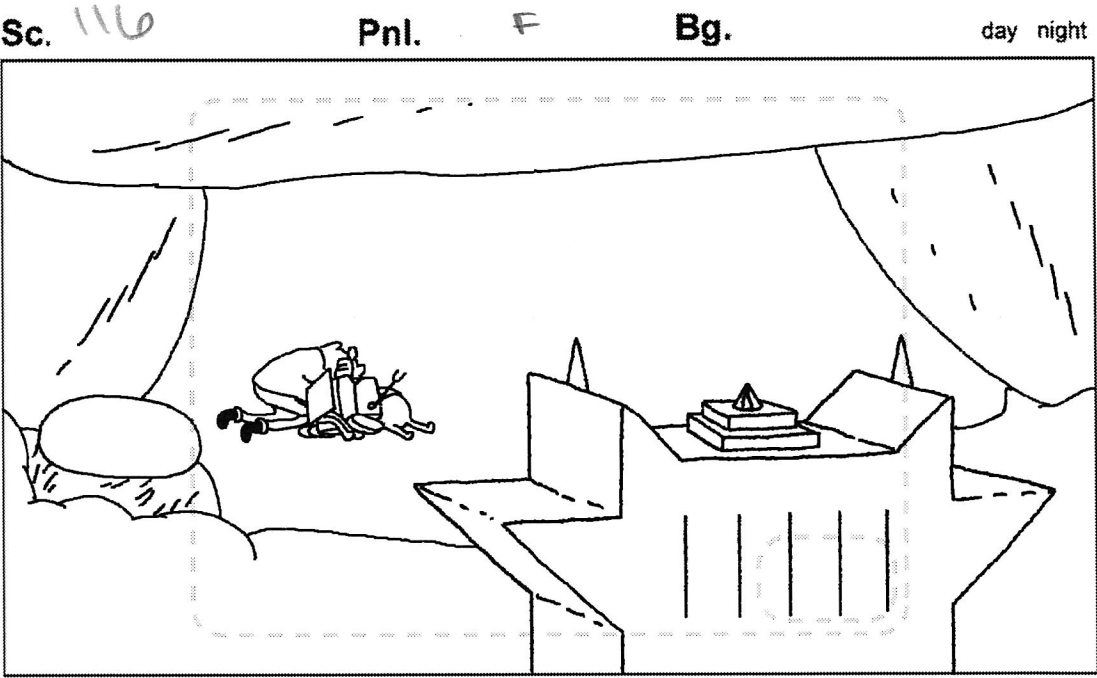
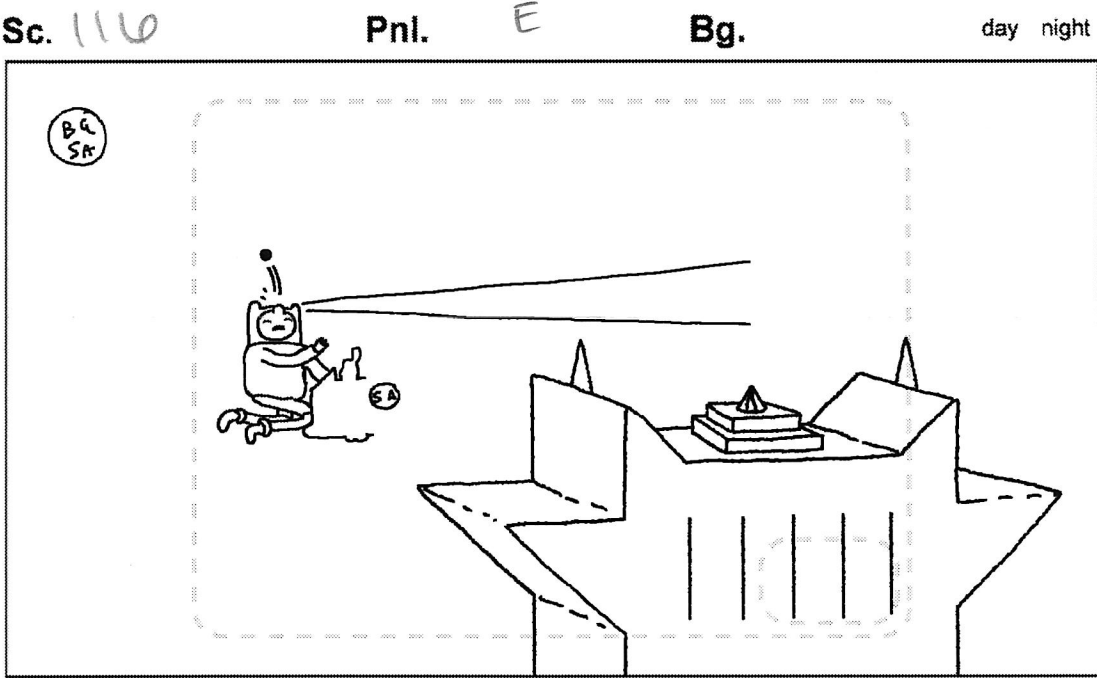


Dialog:	(SFX) / PSHOW! THWAP.	(SFX) / ZOP!
Action:		
Timing:	SFX NOTE. THE BALL NOISES "ZOP" & "PSHOW" SHOULD BE DISTINCT & MEMORABLE.	

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Production :

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ADVENTURE TIME



Dialog:
<p>(SFX) ≡ PSHOW! ≡ ≡ THWAP. ≡</p>
Action:
Timing:

EPISODE # 1034-228
Production :

ADVENTURE TIME

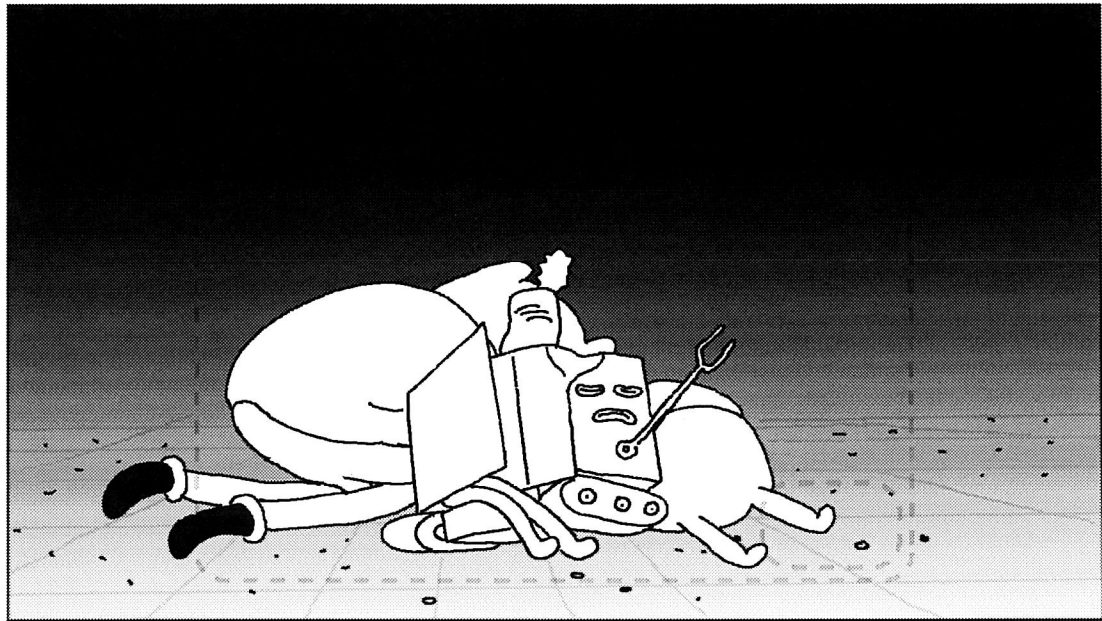


Sc. 117

Pnl. A

Bg.

day night

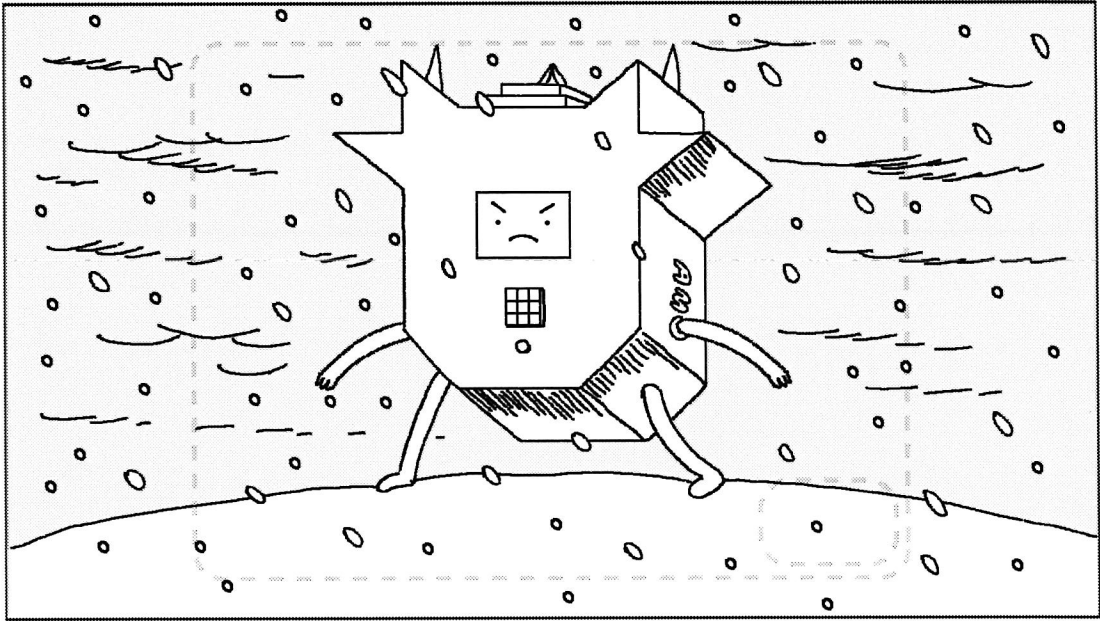


Sc. 118

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

OH MY GOD.

EPISODE # 1034-228

Production :

ADVENTURE TIME

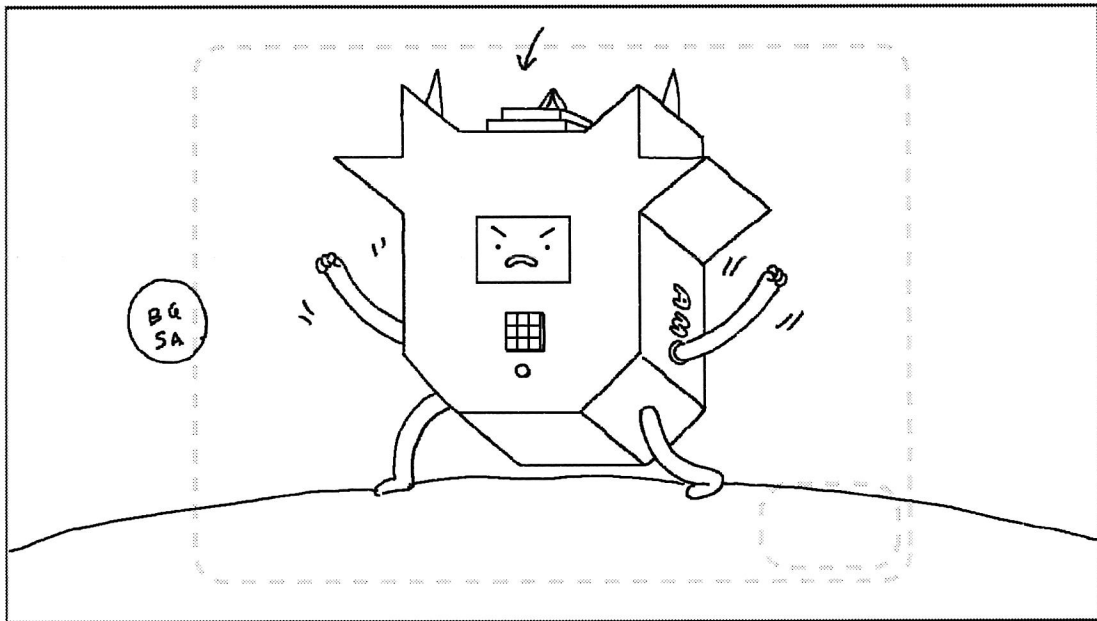


Sc. 118

Pnl. B

Bg.

day night

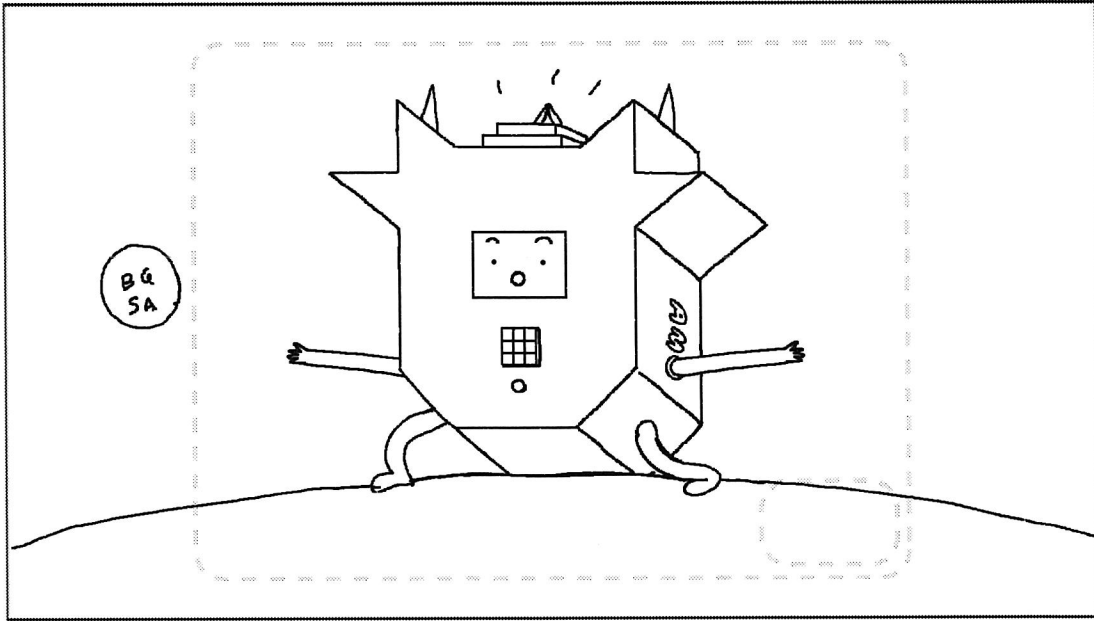


Sc. 118

Pnl. C

Bg.

day night



Dialog:

A/ WAKE UP AND
LOVE ME !!

B/COS AMO !!!

Action:

Timing:

EPISODE # 1034-228

Production :



ADVENTURE TIME

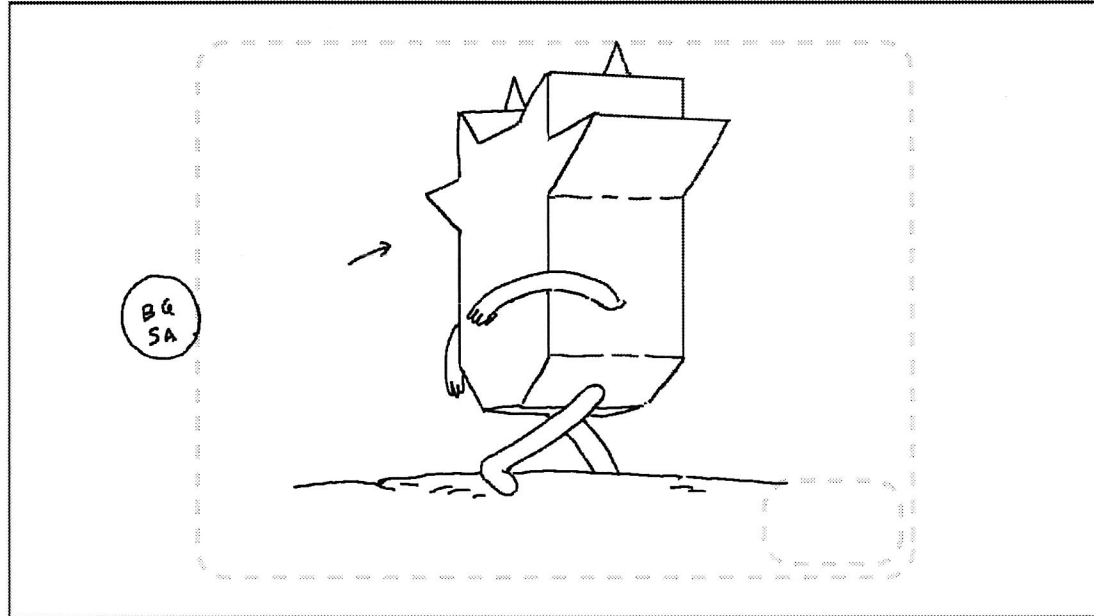
Page 124

Sc. 118

Pnl. D

Bg.

day night

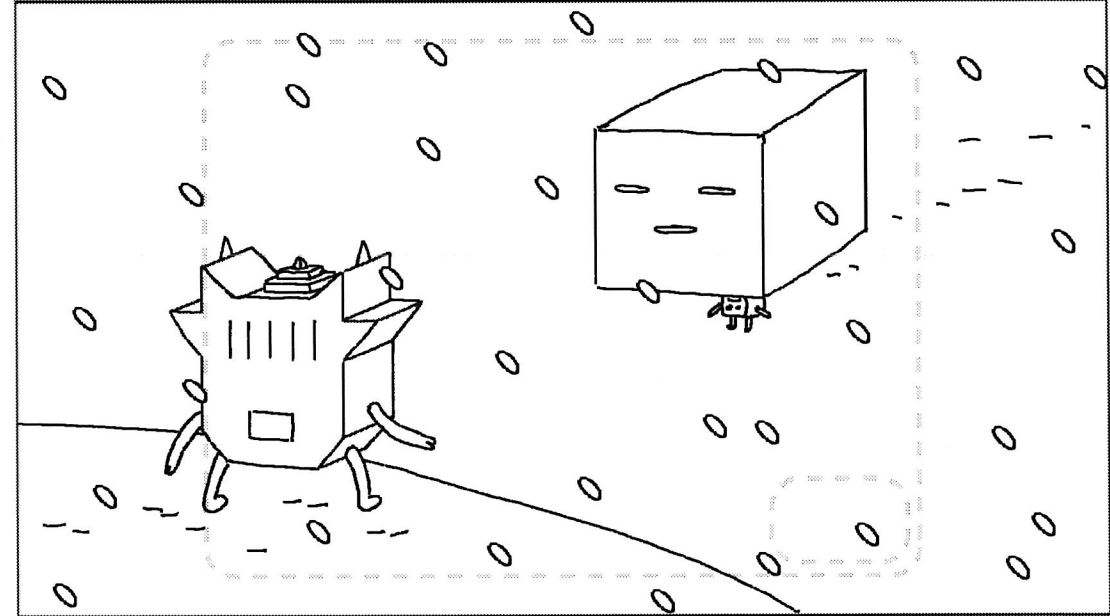


Sc. 119

Pnl. A

Bg.

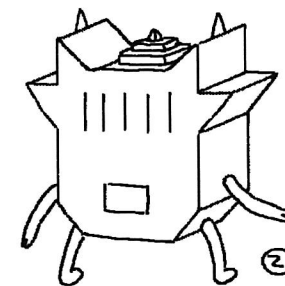
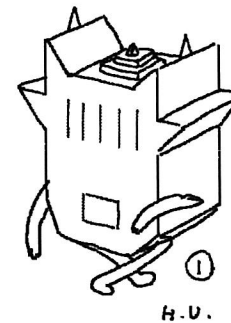
day night



Dialog:

Action:

Timing:



EPISODE # 1034-228

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ADVENTURE TIME

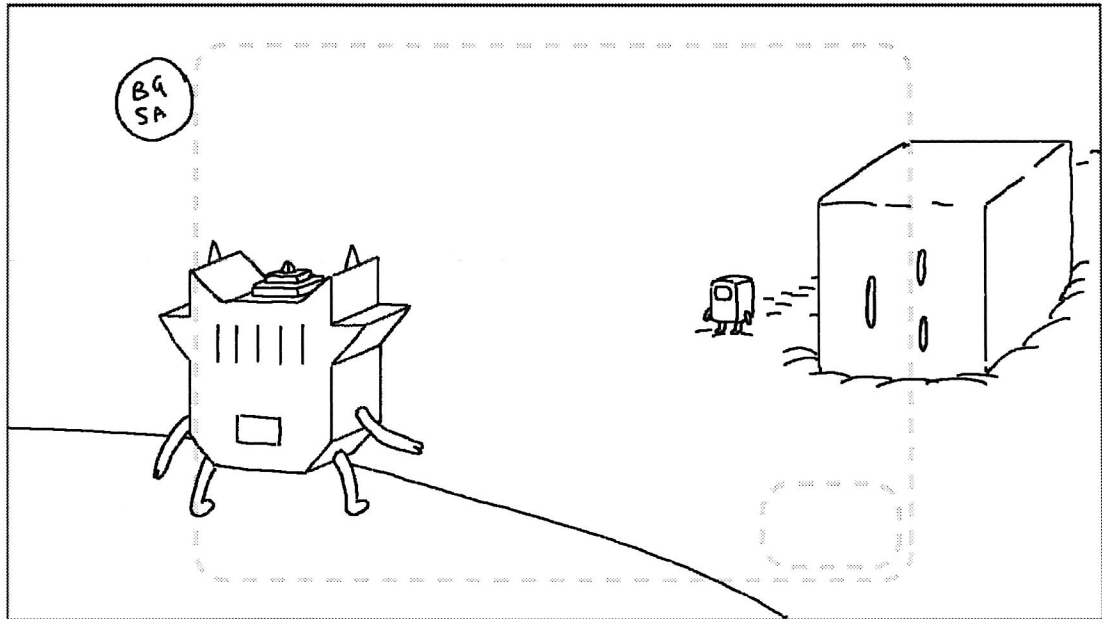


Sc. 119

Pnl. β

Bg.

day night

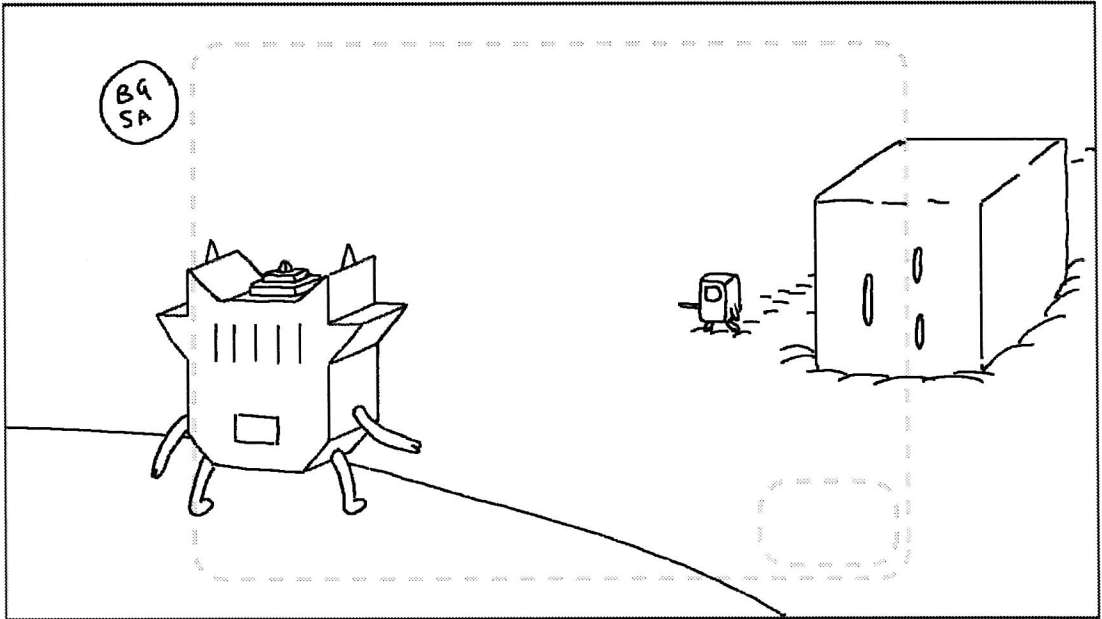


Sc. 119

Pnl. c

Bg.

day night



Dialog:

(SFX) WHAM

(BMO) IMPOSTER !!!

Action:

Timing:

EPISODE # 1034-228

Production :

ADVENTURE TIME

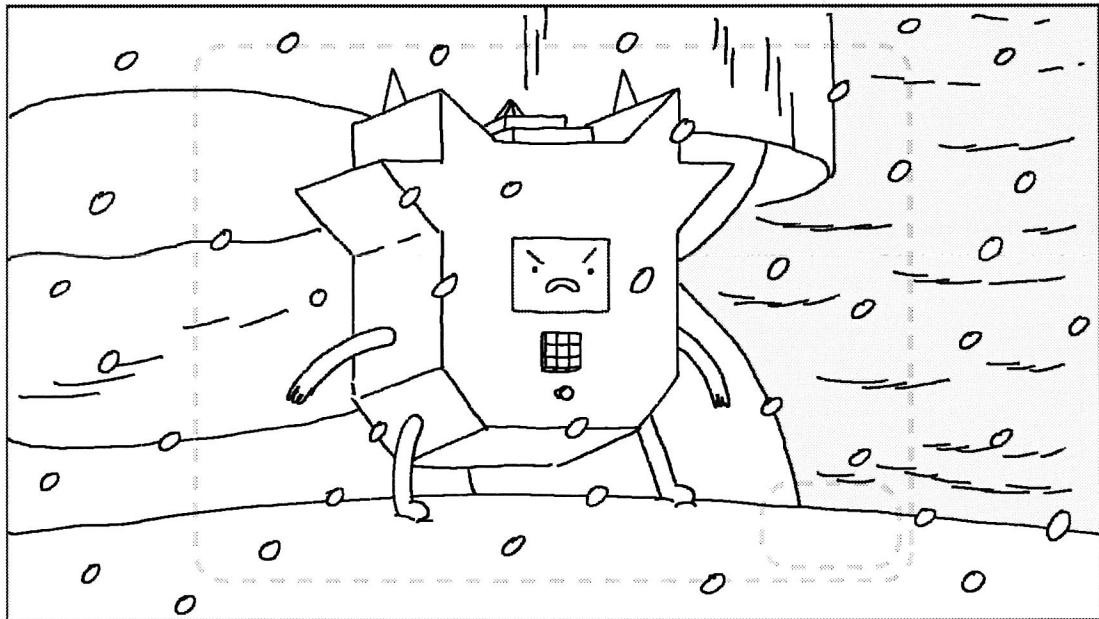


Sc. 120

Pnl. A

Bg.

day night

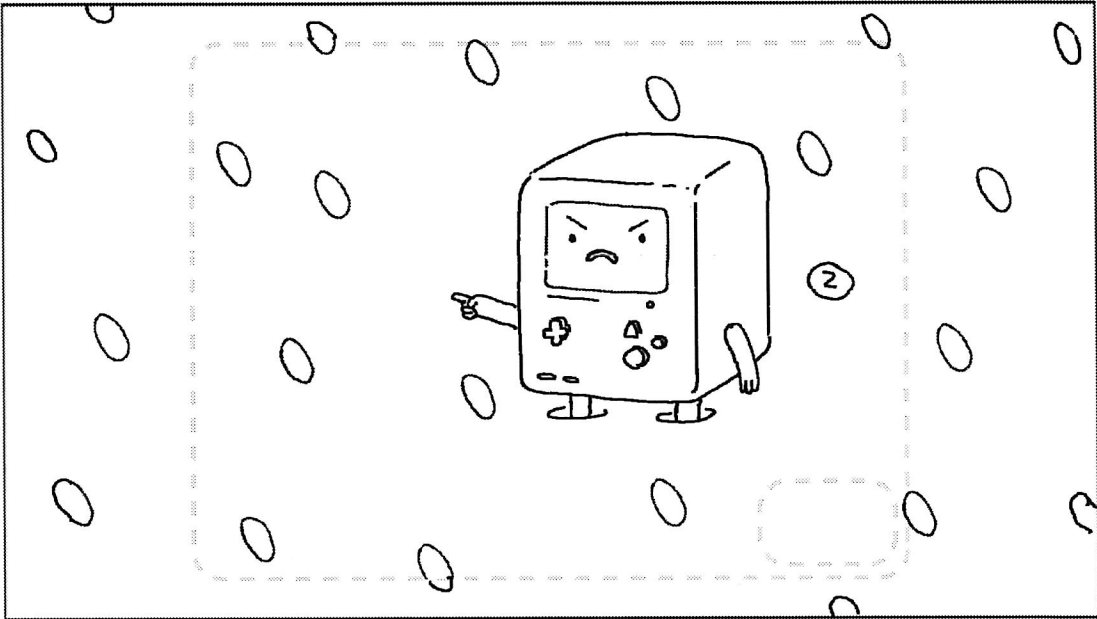


Sc. 121

Pnl. A

Bg.

day night



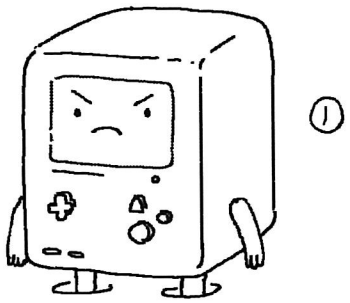
Dialog:

Ⓐ OH HELLO , BMO . I'M YOUR
CUTE SIBLING AMO.

Ⓑ I KNOW WHO YOU ARE , AMO .

Action:

Timing:



EPISODE # 1034-228

Production :

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ADVENTURE TIME



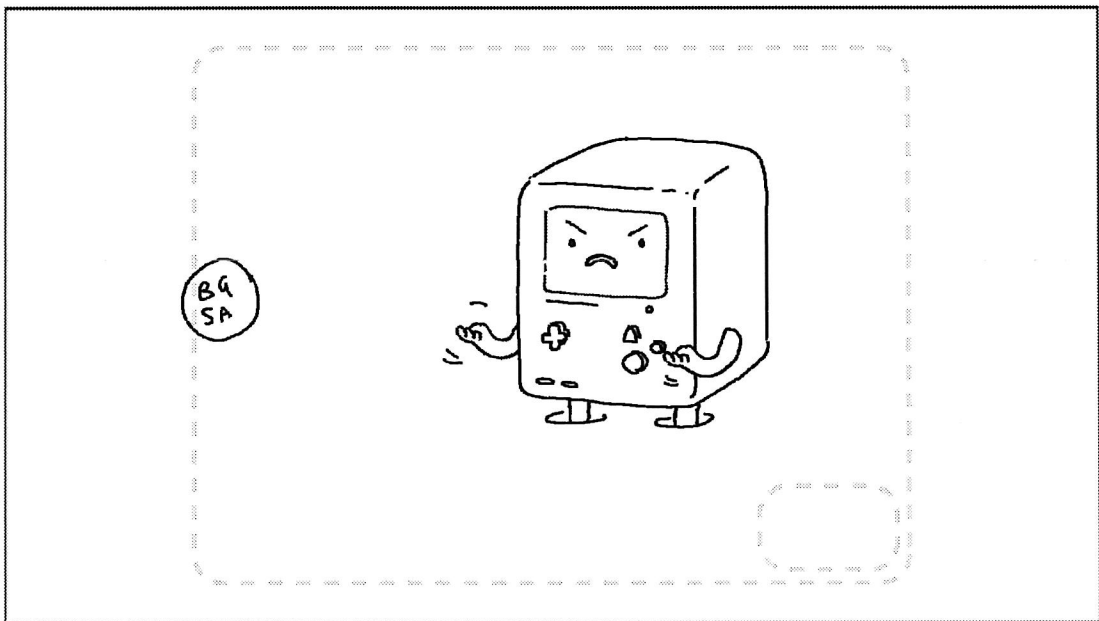
Page 147

Sc. 121

Pnl. B

Bg.

day night

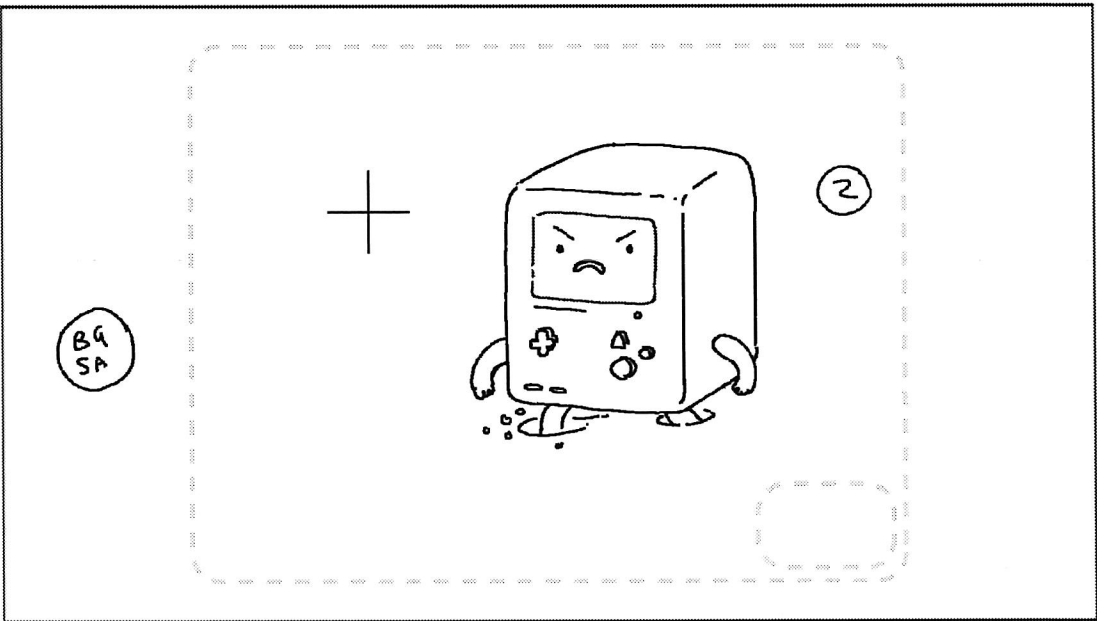


Sc. 121

Pnl. C

Bg.

day night



Dialog:

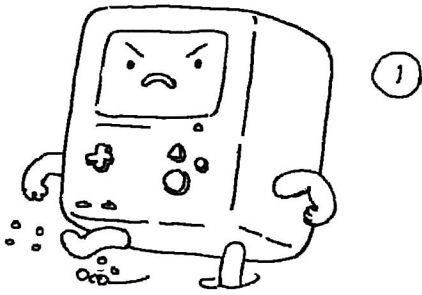
@ I KNOW ABOUT YOU AND YOUR
DIRTY HANDS.

@ WHERE ARE FINN & JAKE!?!'

Action:

SHAKES LITTLE HANDS

Timing:



1034-228
EPISODE #

Production :

ADVENTURE TIME



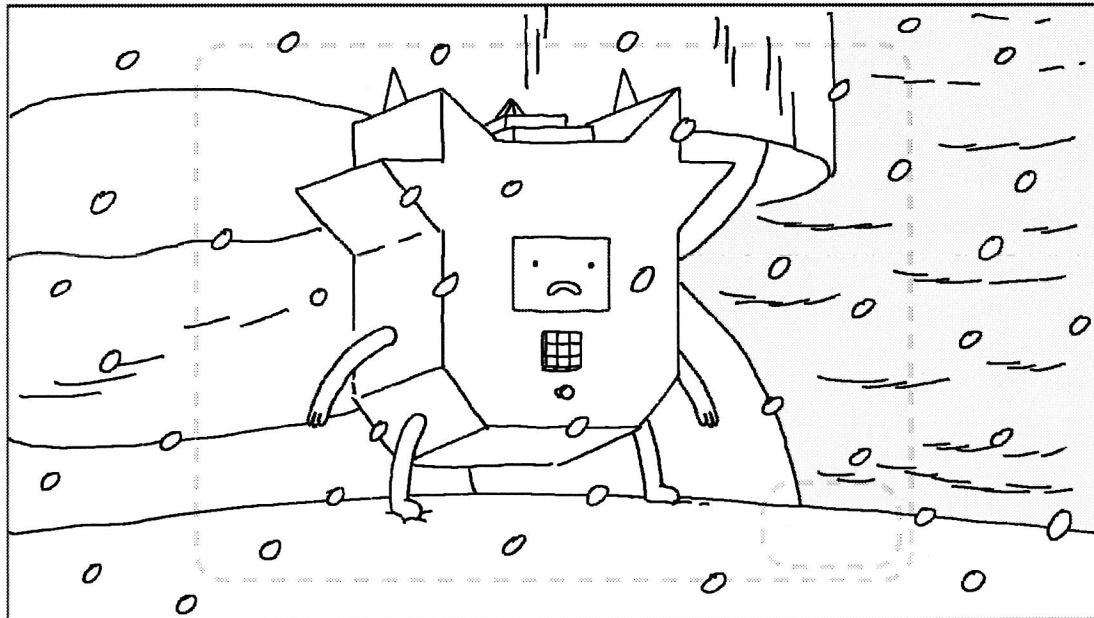
Page 148

Sc. 122

Pnl. A

Bg.

day night

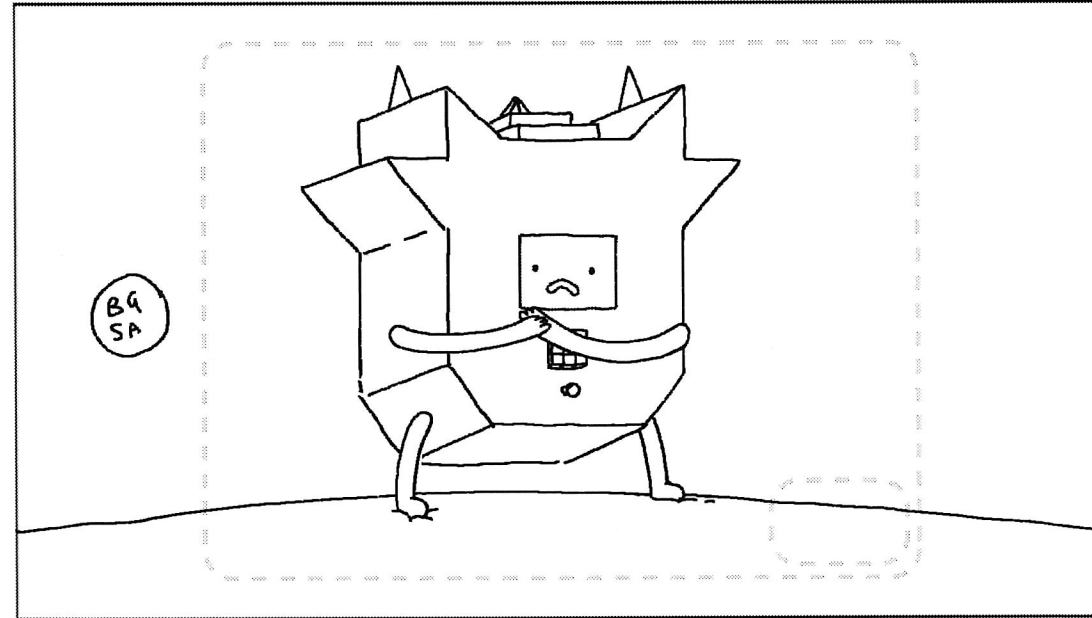


Sc. 122

Pnl. B

Bg.

day night



Dialog:

A UH... I THINK FINN &
JAKE WENT SOMEWHERE
TO BUY ME A GIFT

BMO, YOU LOVE ME, DO
YOU WANT TO GIVE ME
SOMETHING?

Action:

Timing:

EPISODE # 1034-228

Production :

ADVENTURE TIME

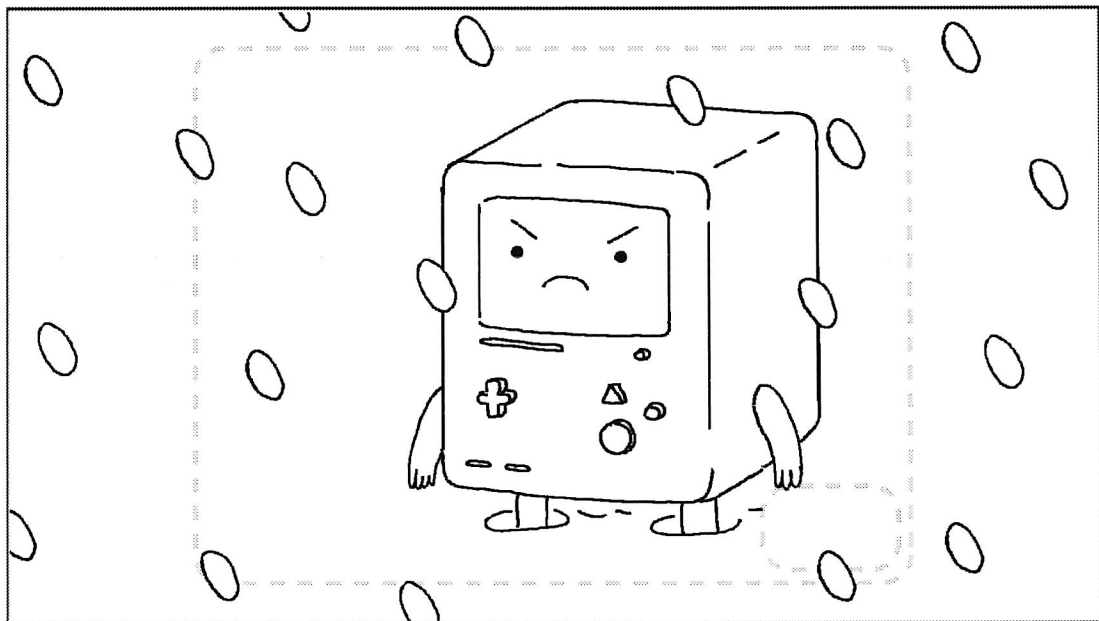


Sc. 123

Pnl. A

Bg.

day night

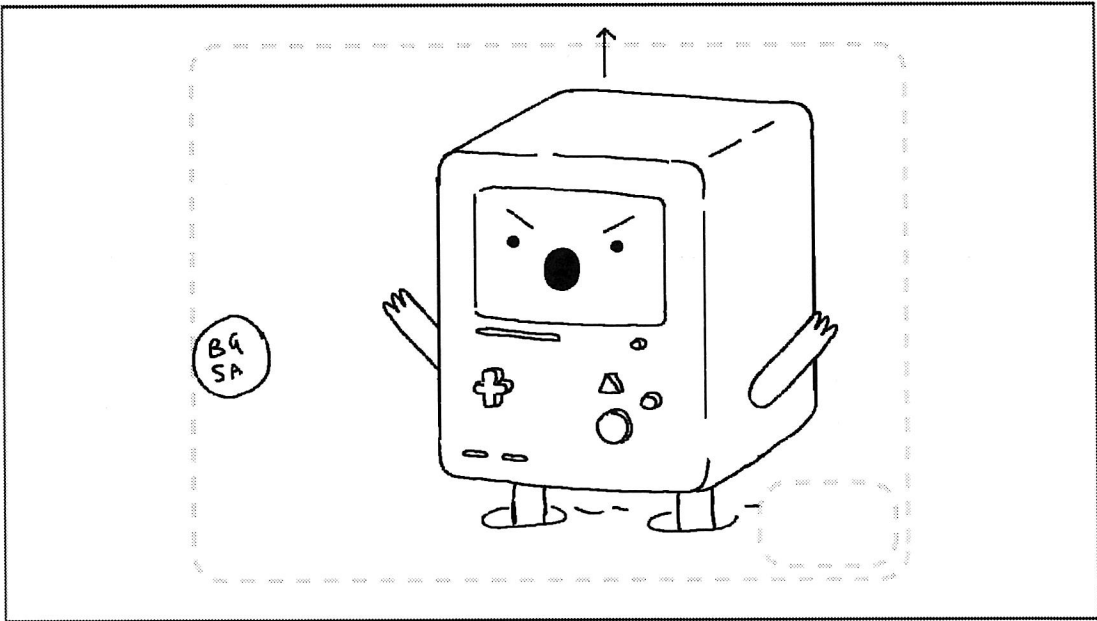


Sc. 123

Pnl. B

Bg.

day night



Dialog:
③ NO!
Action:
Timing:

1034-228

EPISODE #

Production :

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ADVENTURE TIME

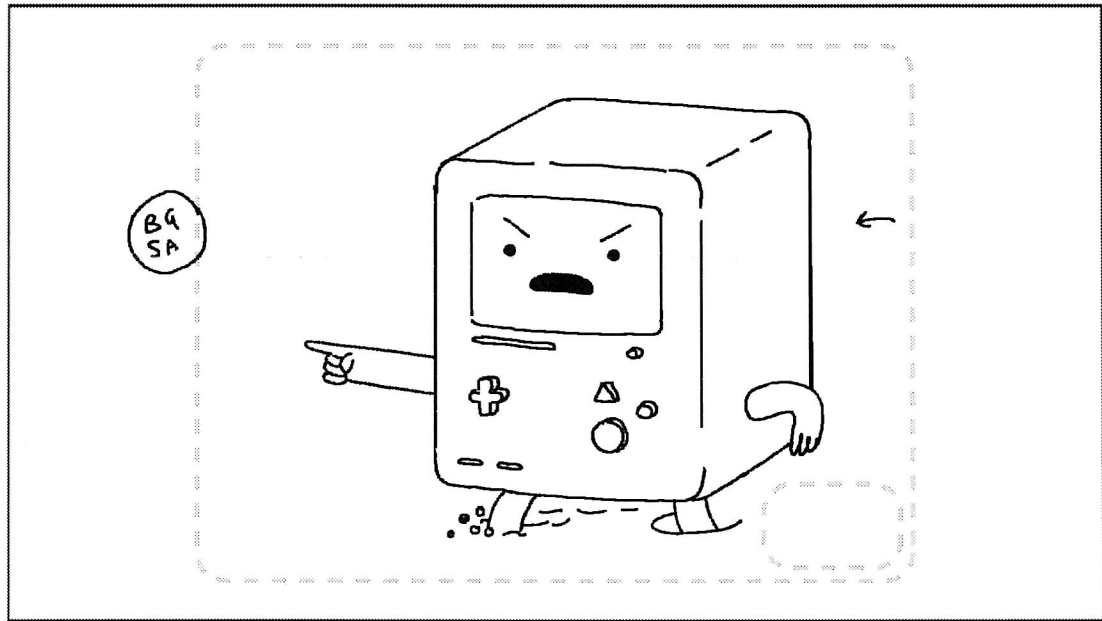


Sc. 123

Pnl. C

Bg.

day night

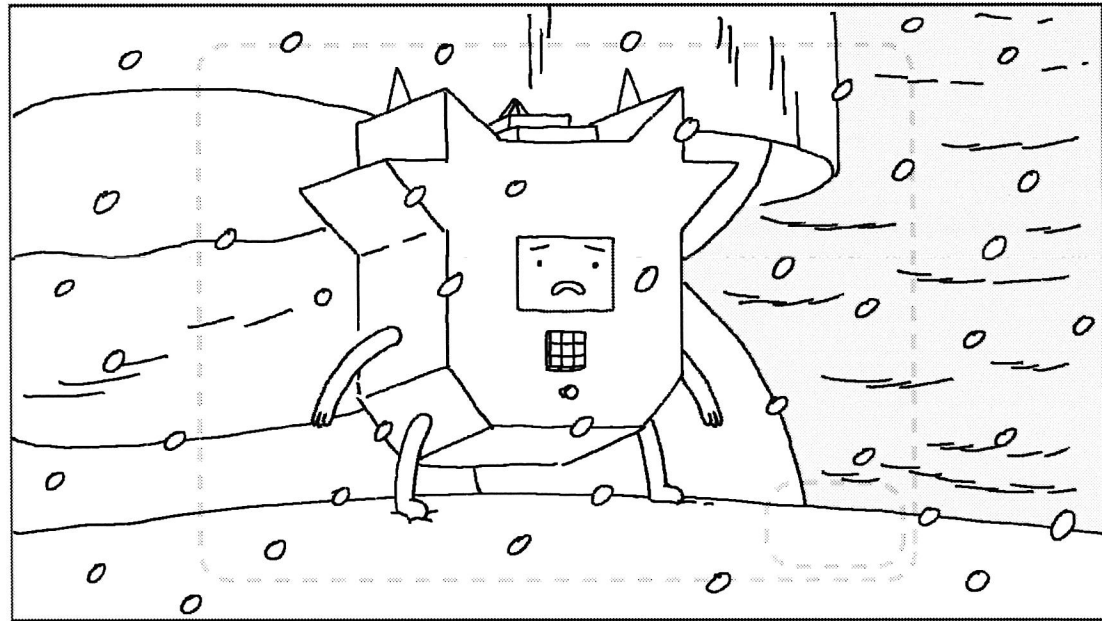


Sc. 124

Pnl. A

Bg.

day night



Dialog:

(B) TELL ME WHAT
YOU DID WITH FINN AND
JAKE AND OUR POOP.

Action:

Timing:

1034-228

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ADVENTURE TIME

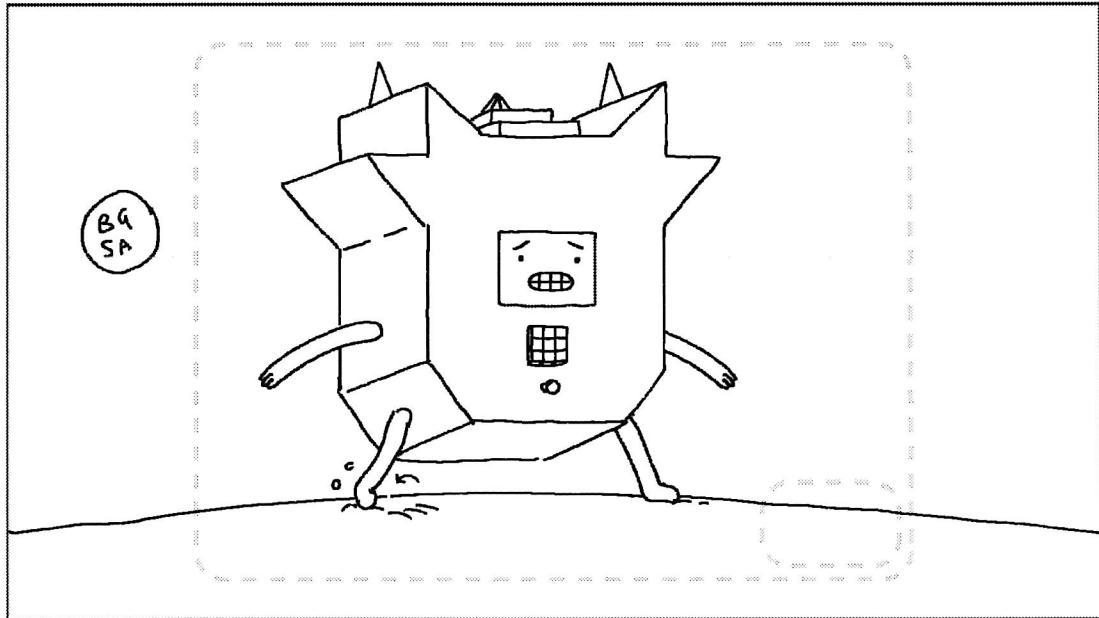


Sc. 124

Pnl. B

Bg.

day night

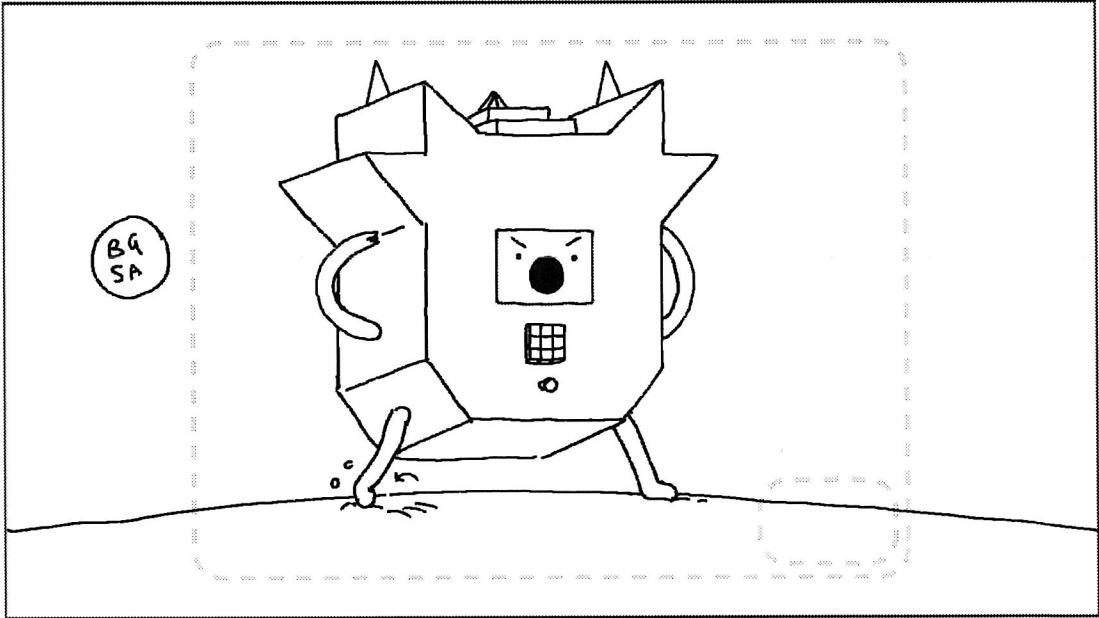


Sc. 124

Pnl. C

Bg.

day night



Dialog:	Ⓐ !!!	Ⓐ A A I E E E !!!
Action:		
Timing:		

1034-228

EPISODE #

Production :

ADVENTURE TIME

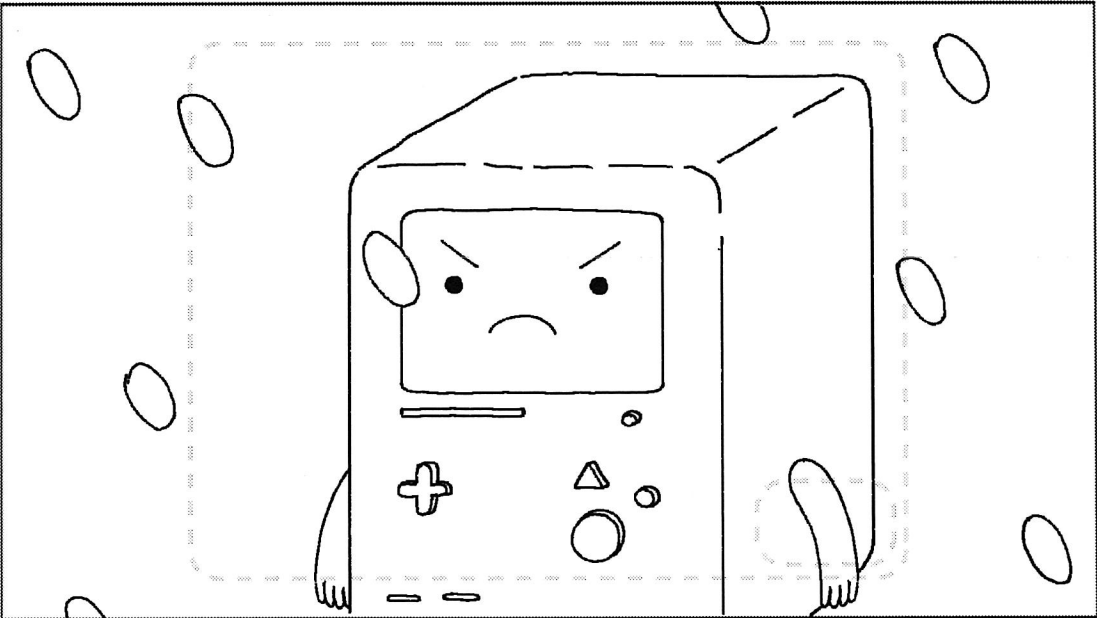


Sc. 125

Pnl. A

Bg.

day night

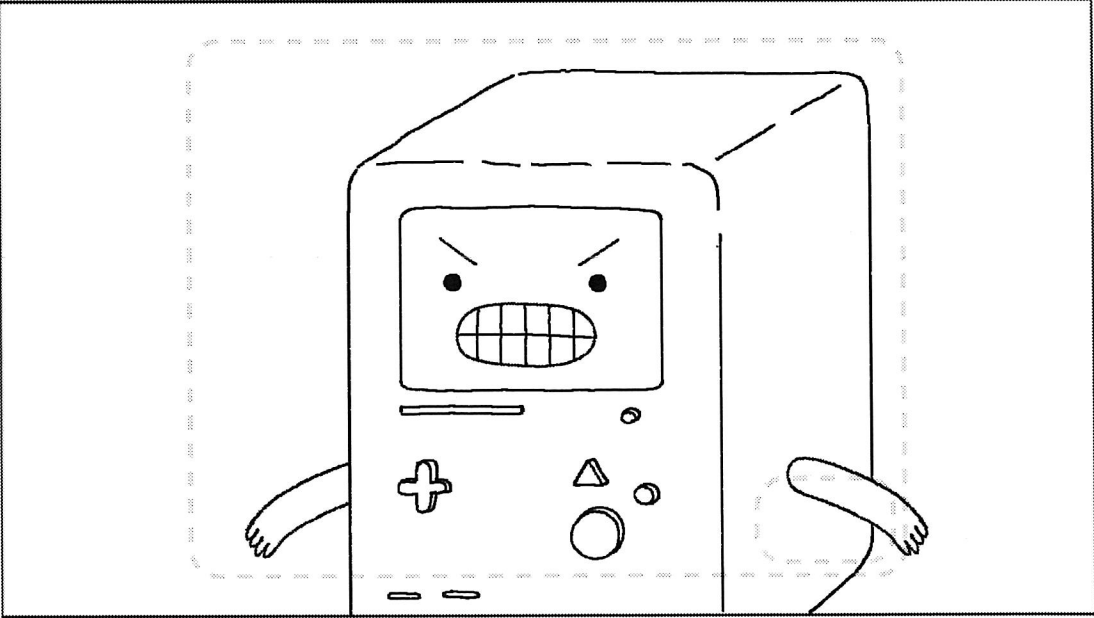


Sc. 125

Pnl. B

Bg.

day night



Dialog:

Ⓟ R R R R '

Action:

Timing:

EPISODE # 1034-228
Production :

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ADVENTURE TIME

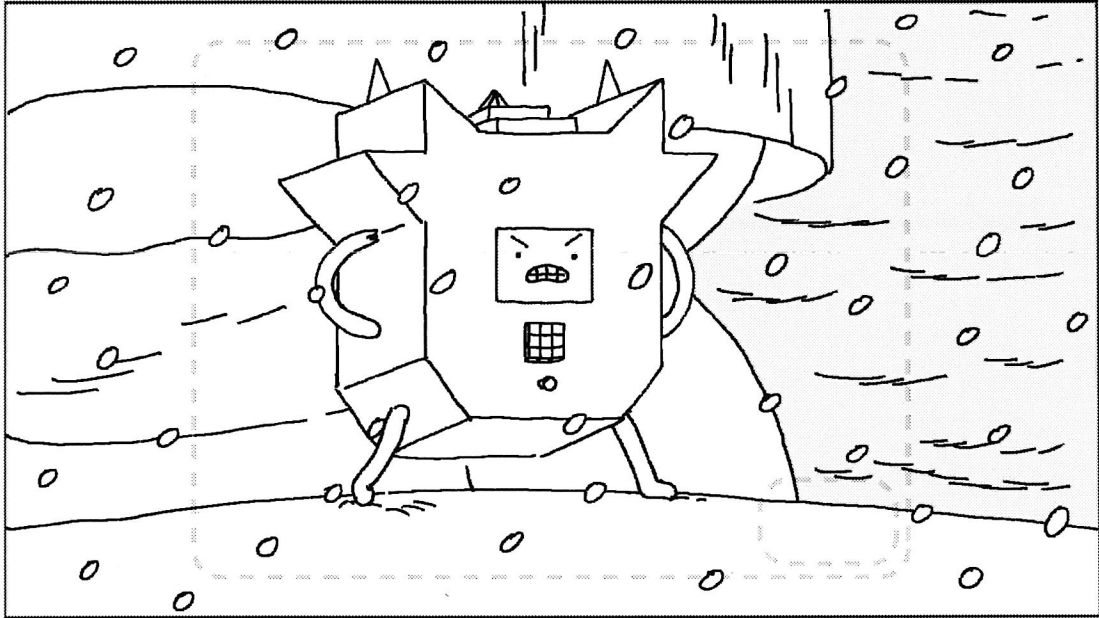


Sc. 126

Pnl. A

Bg.

day night

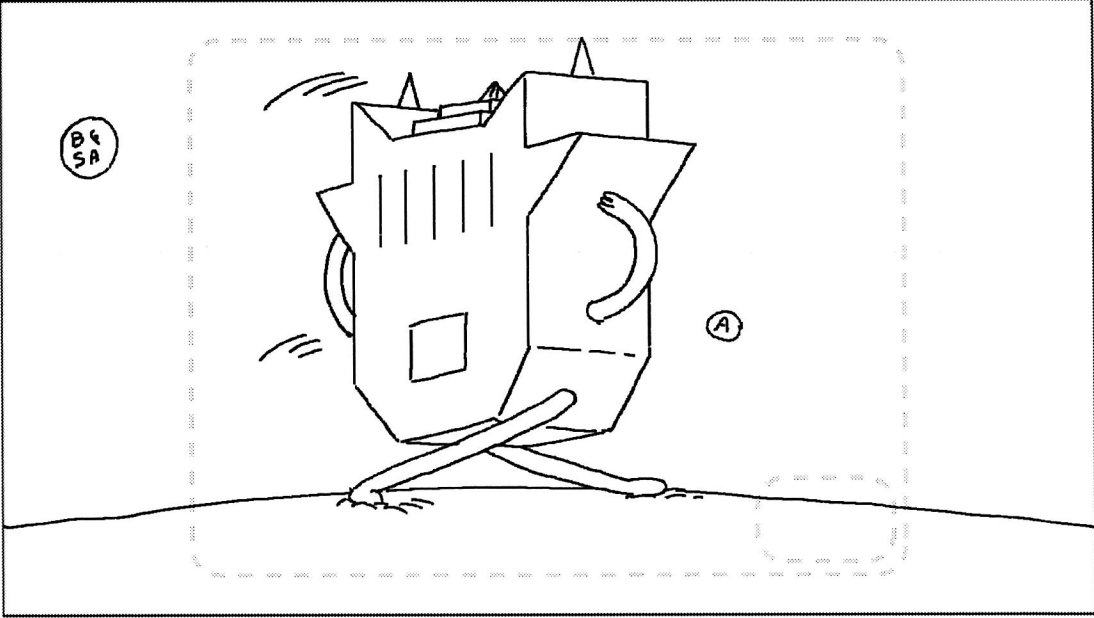


Sc. 126

Pnl. B

Bg.

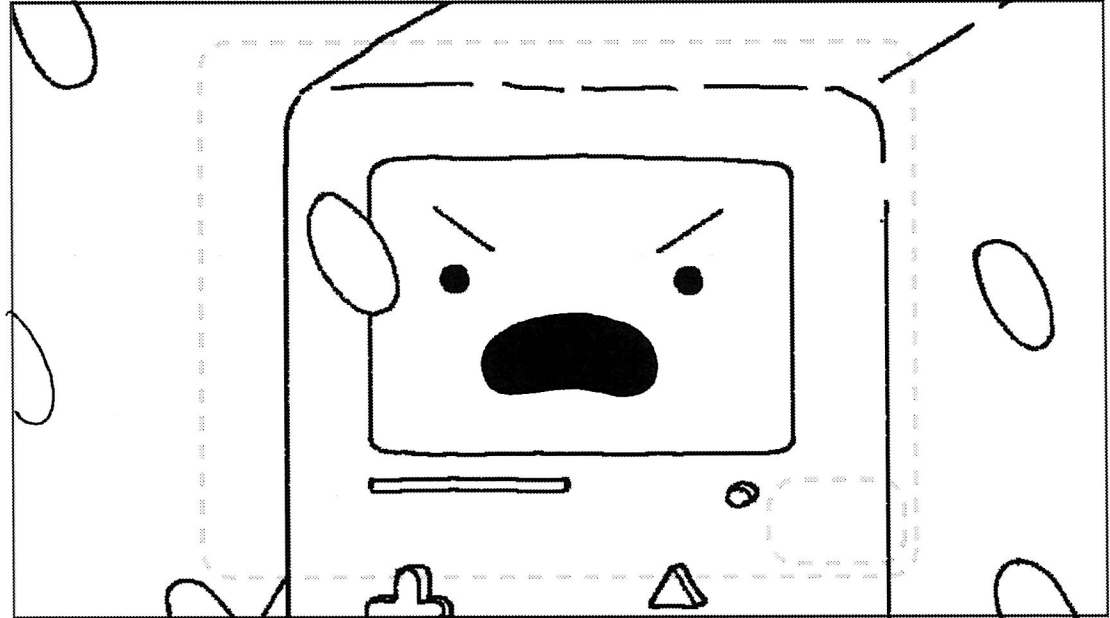
day night



Dialog:	Ⓐ / A A I E E E
Action:	Ⓐ — Ⓑ — Ⓐ — Ⓑ —
Timing:	

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day night



LOOK AT MY FACE!
YOU GONE TOO FAR!

INTIMIDATING
VOICE.

LIKE, AS DEEP
AS NIKI CAN GO.

1034-228

Production :

ADVENTURE TIME



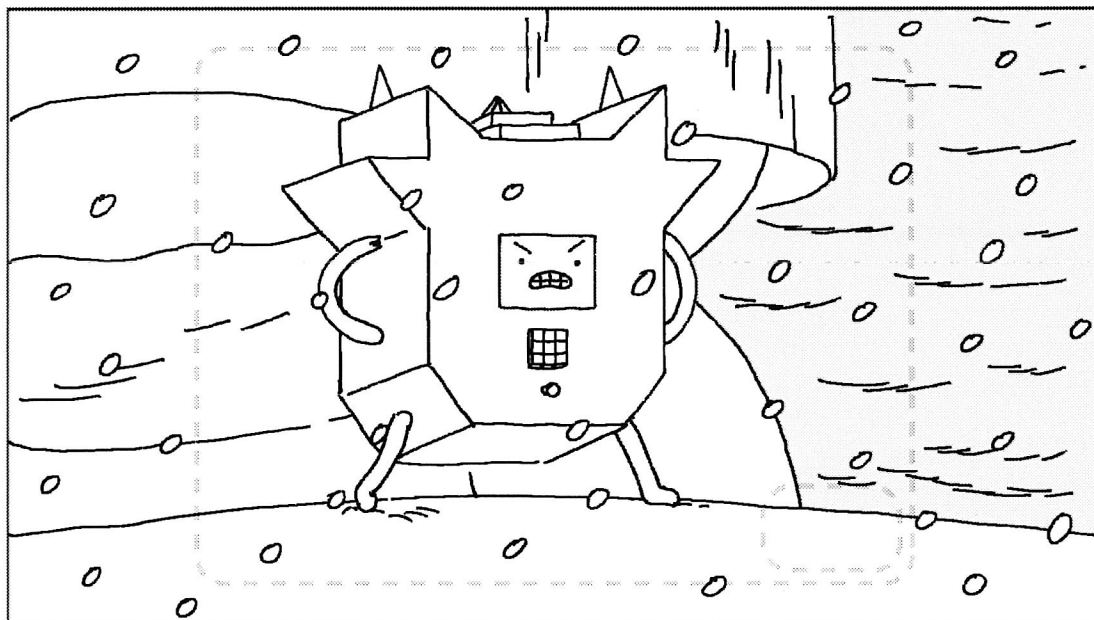
Page 155

Sc. 128

Pnl. A

Bg.

day night

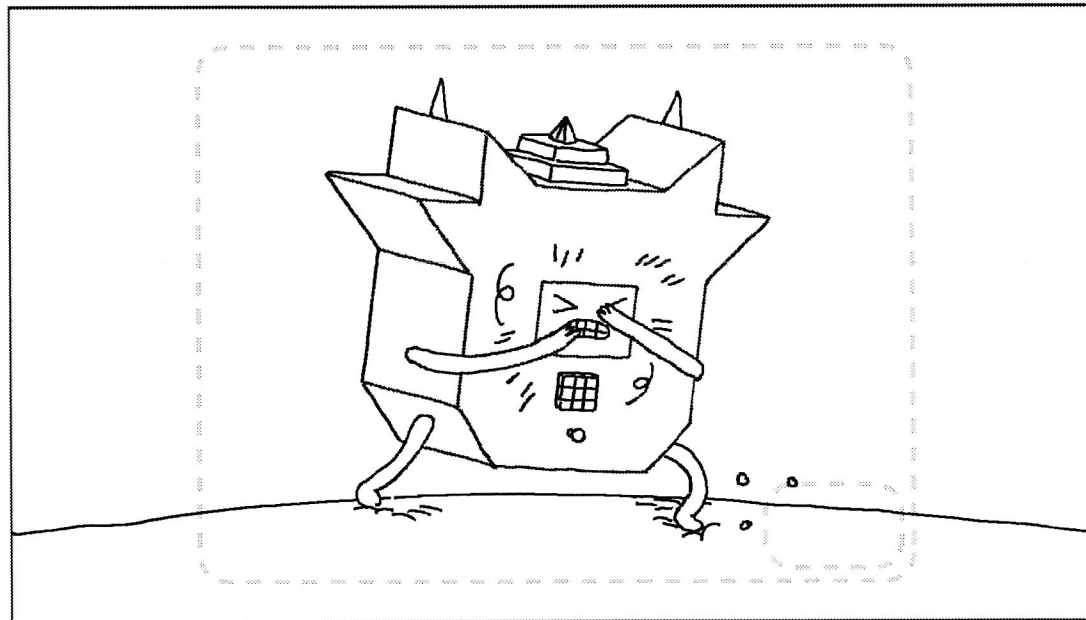


Sc. 128

Pnl. B

Bg.

day night



Dialog:

Action:

AMO START SLAPPING ITS FACE.
WILD, LIKE CURLY.

Timing:

Production :

EPISODE #

1034-228

ADVENTURE TIME

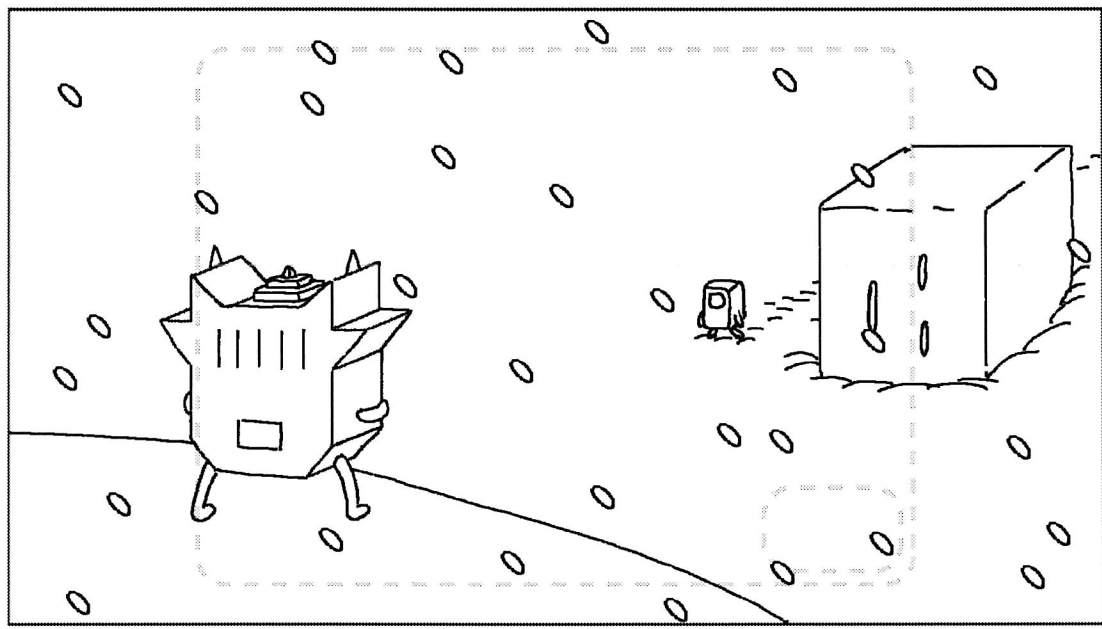


Sc. 129

Pnl. A

Bg.

day night

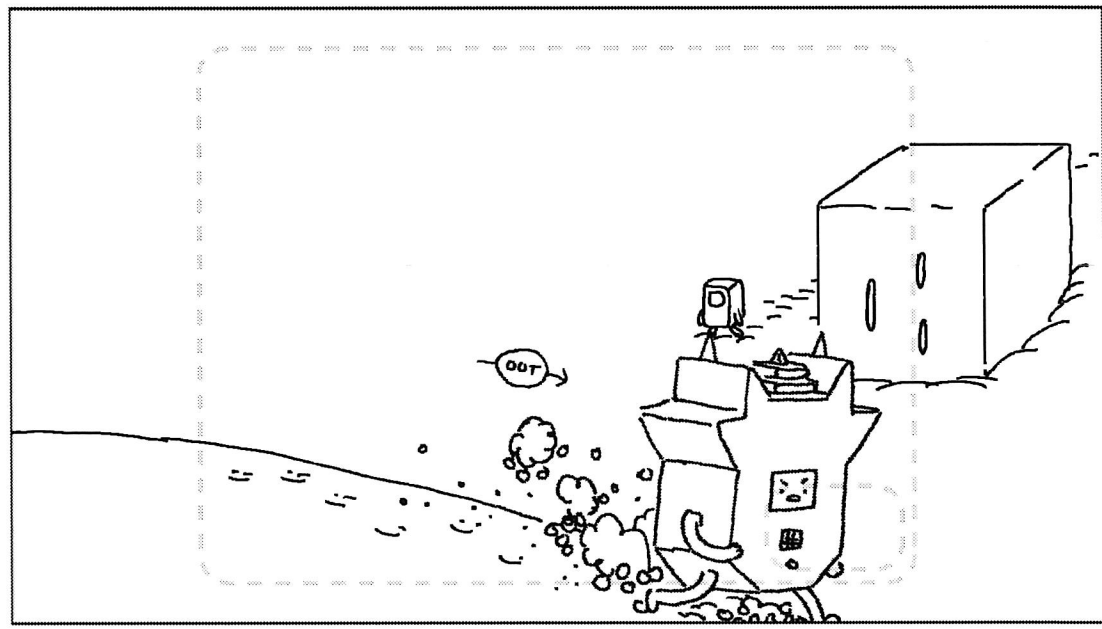


Sc. 129

Pnl. B

Bg.

day night



Dialog:
Action:
Timing:

EPISODE # **1034-228**

Production :

ADVENTURE TIME

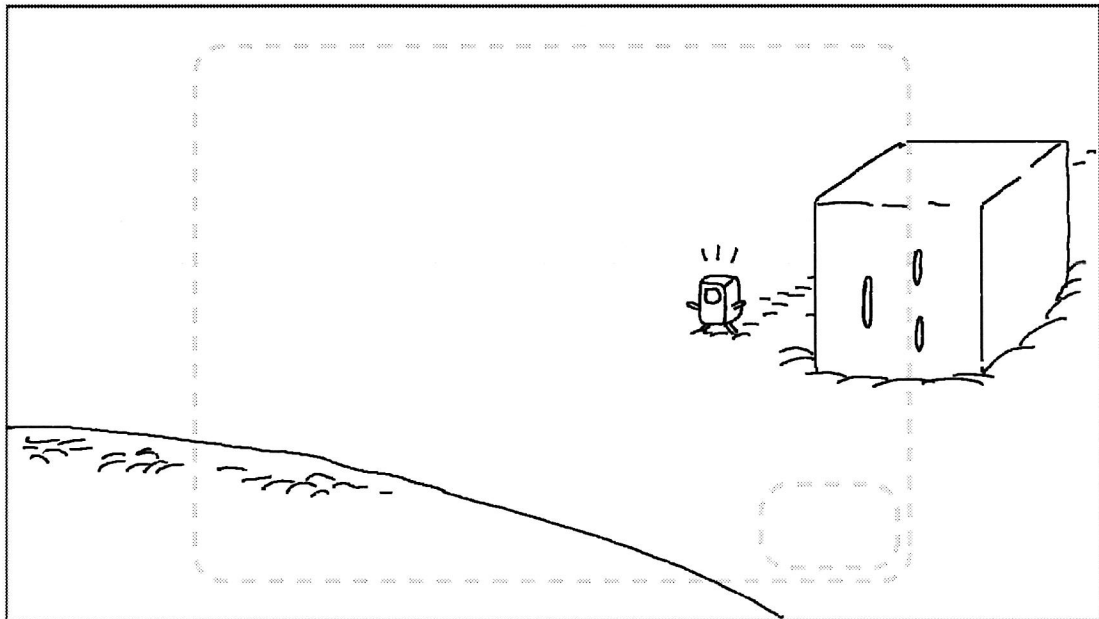


Sc. 129

Pnl. C

Bg.

day night

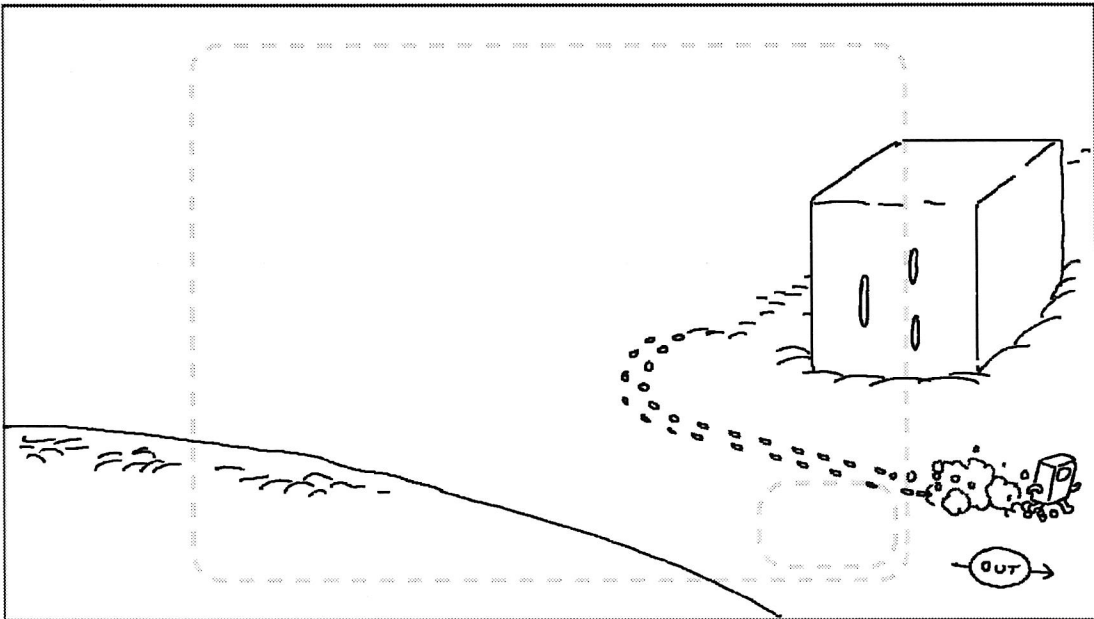


Sc. 129

Pnl. D

Bg.

day night



Dialog:

Action:

STARTLED .

Timing:

1034-228

EPISODE #

Production :

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ADVENTURE TIME



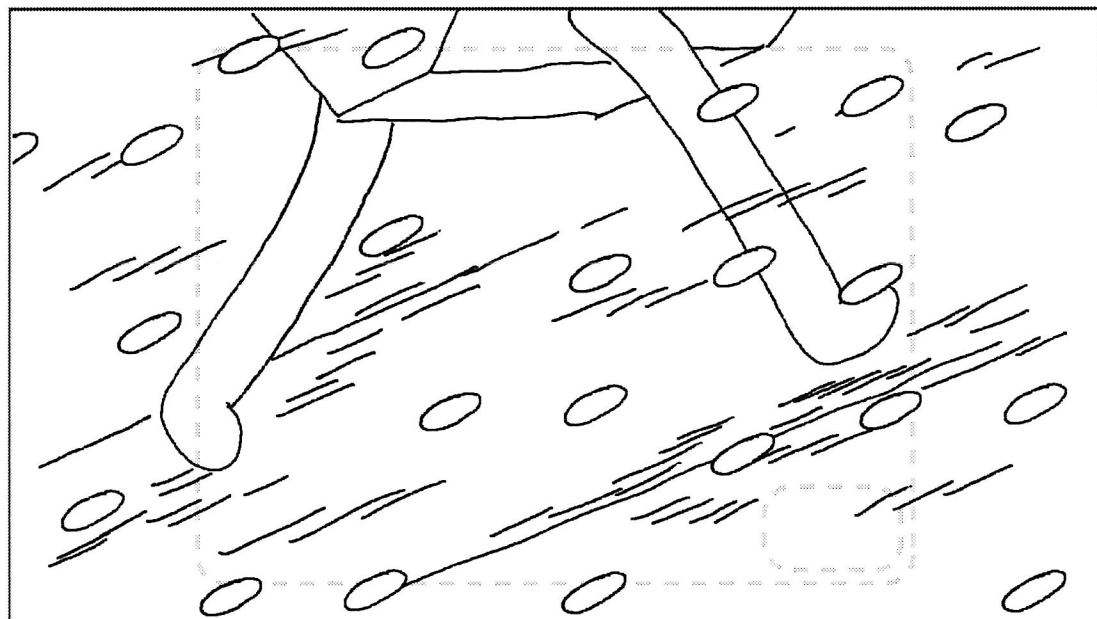
Page 158

Sc. 130

Pnl. A

Bg.

day night

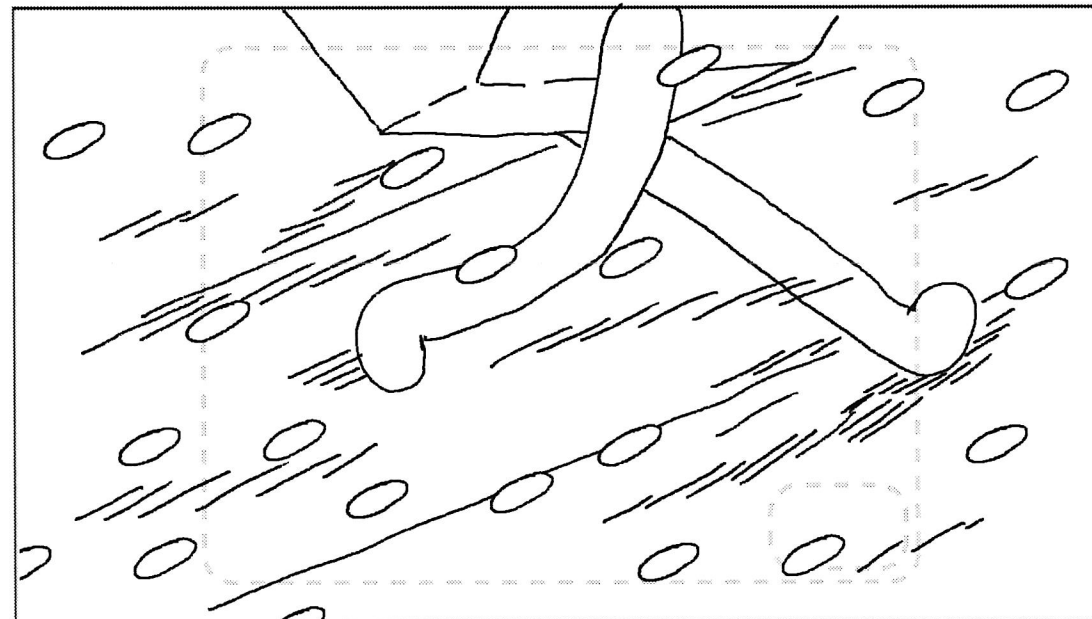


Sc. 130

Pnl. B

Bg.

day night



Dialog:

Action:

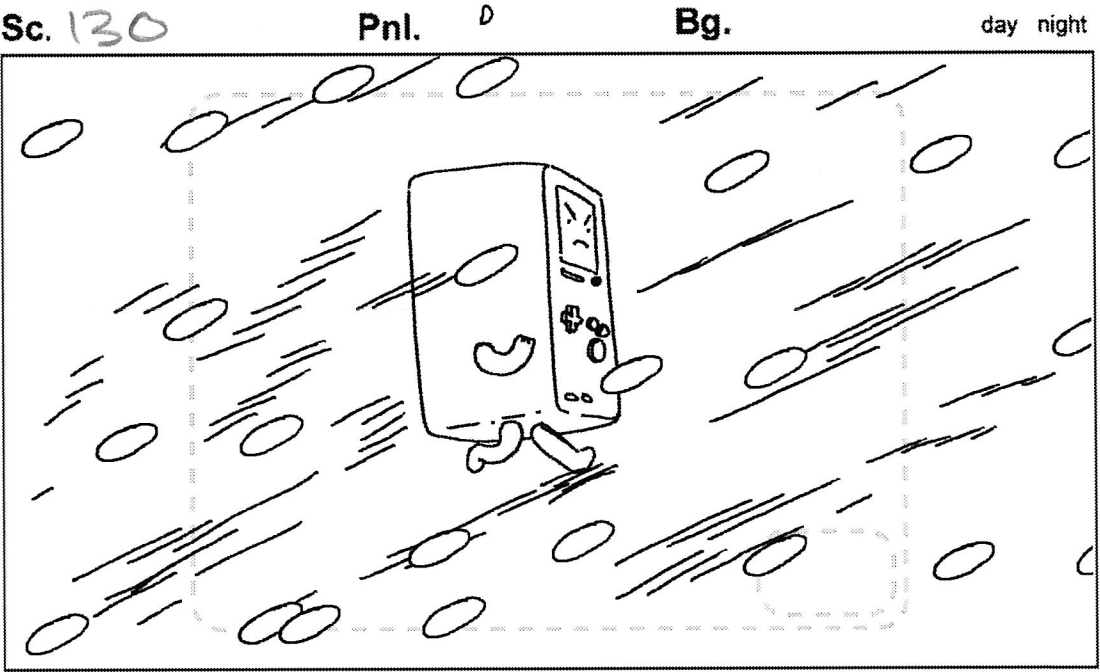
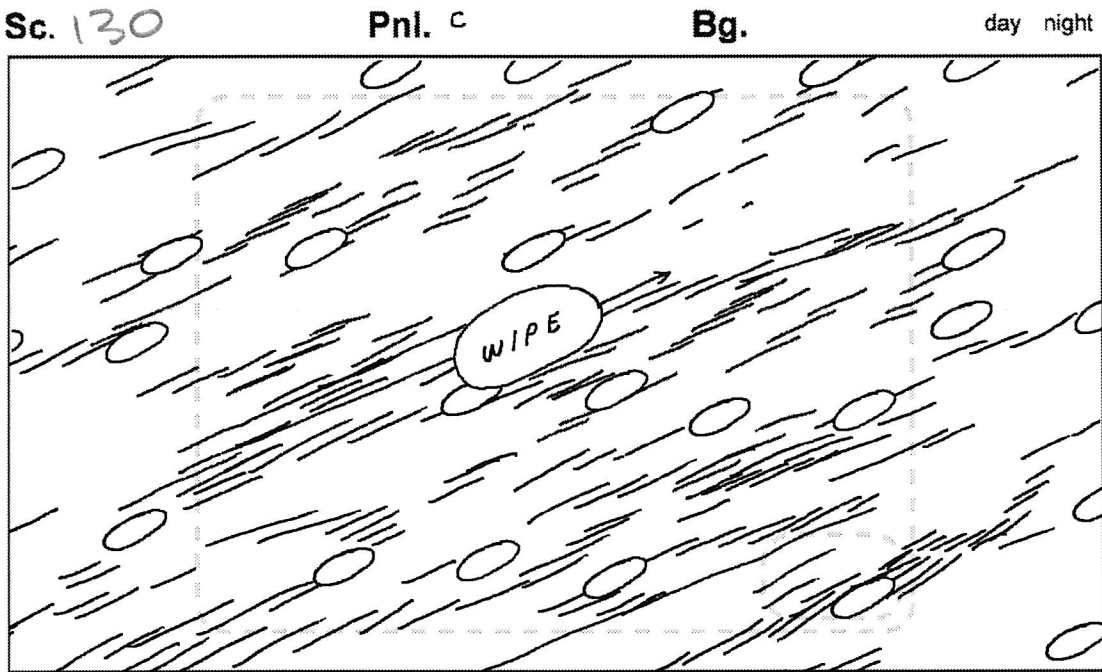
Timing:

EPISODE #
1034-228

Production :

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ADVENTURE TIME



Dialog:	(B) HUFF! HUFF! HUFF!
Action:	
Timing:	

EPISODE # 1034-228
Production :

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ADVENTURE TIME



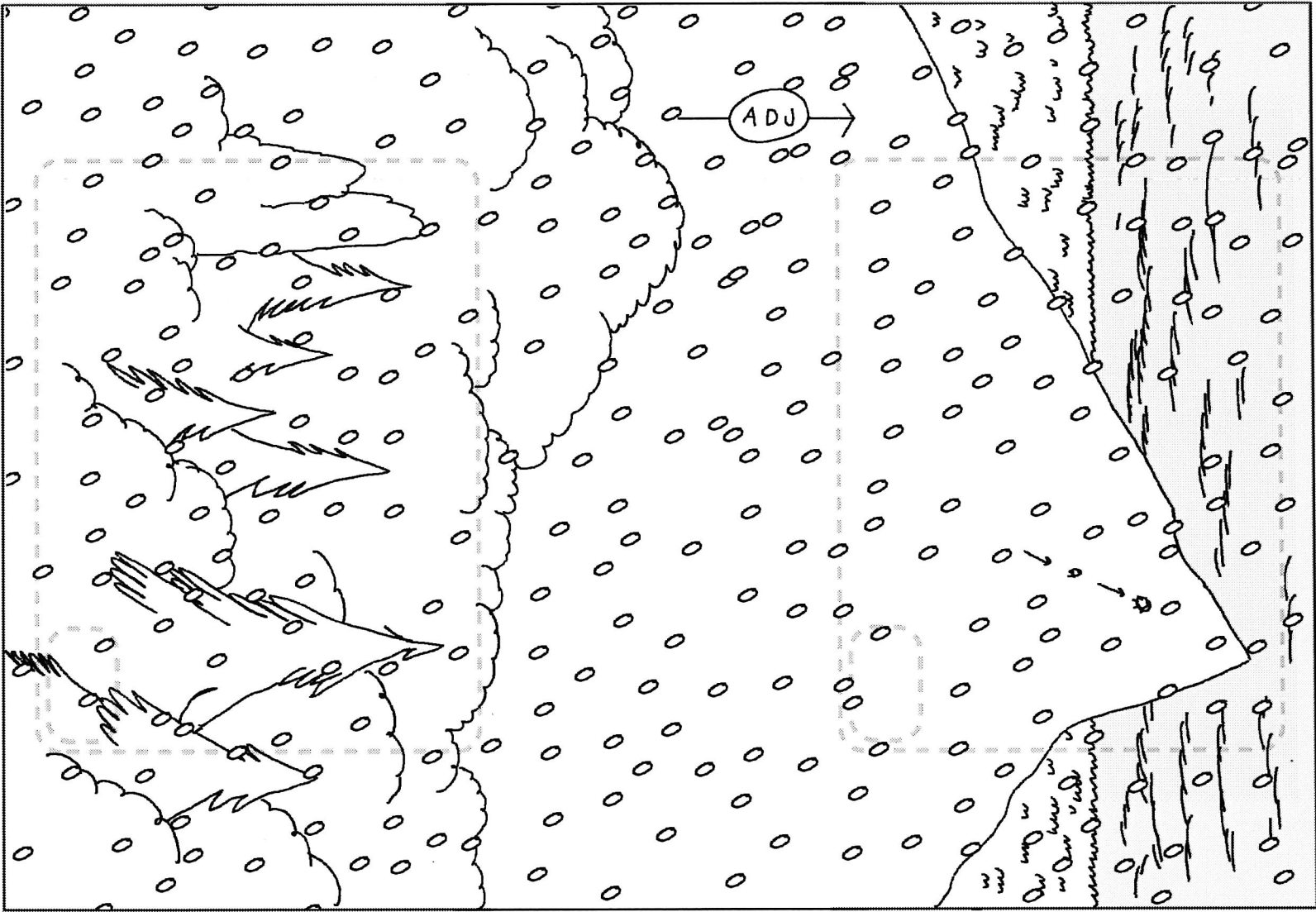
Sc. 130 Pnl. E Bg. day night

Sc. Pnl. Bg. day night

Dialog:
(B) HUFF! HUFF! HUFF!
Action:
Timing:

EPISODE # 1034-228
Production :

ADVENTURE TIME



Sc. 131 Pnl. A Bg. day night

HAHA IS THIS TOO EXTREME?! S.W.

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ADVENTURE TIME

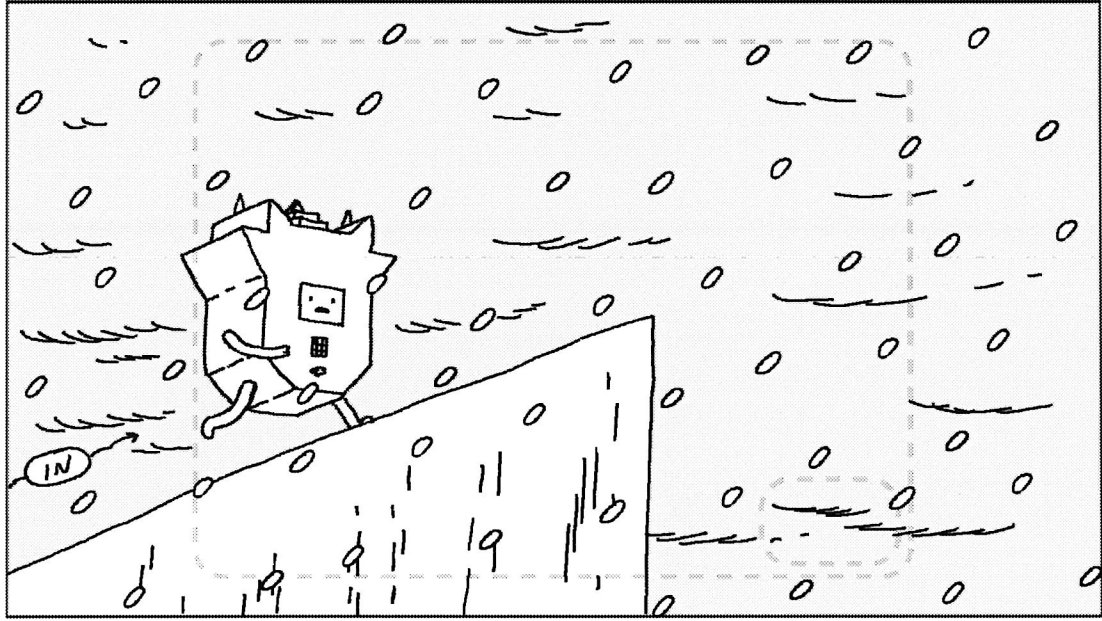


Sc. 132

Pnl. A

Bg.

day night

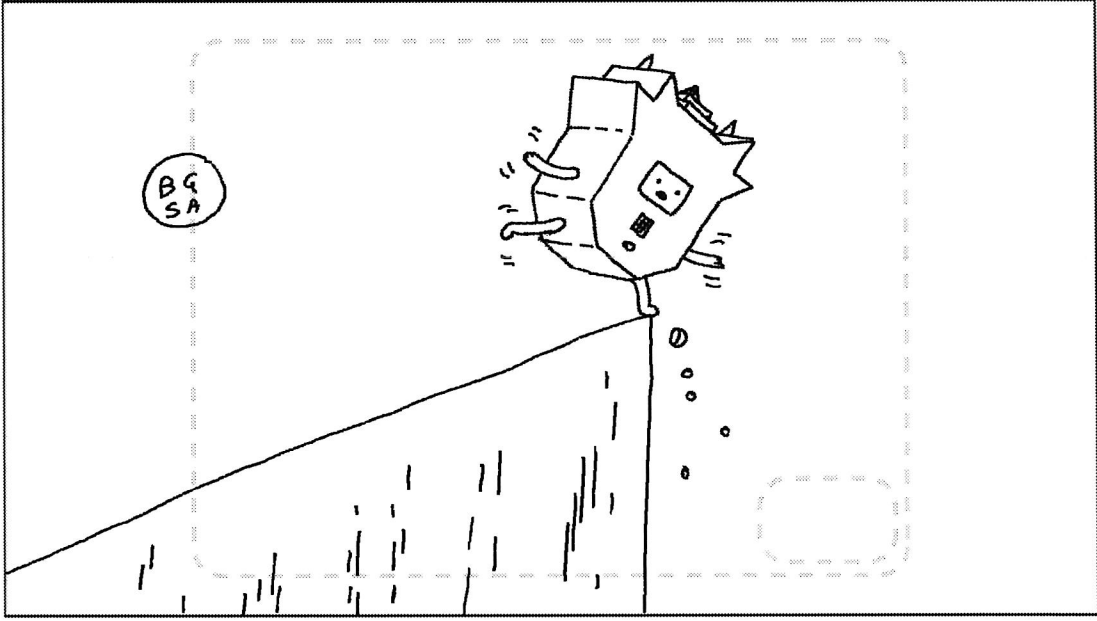


Sc. 132

Pnl. B

Bg.

day night



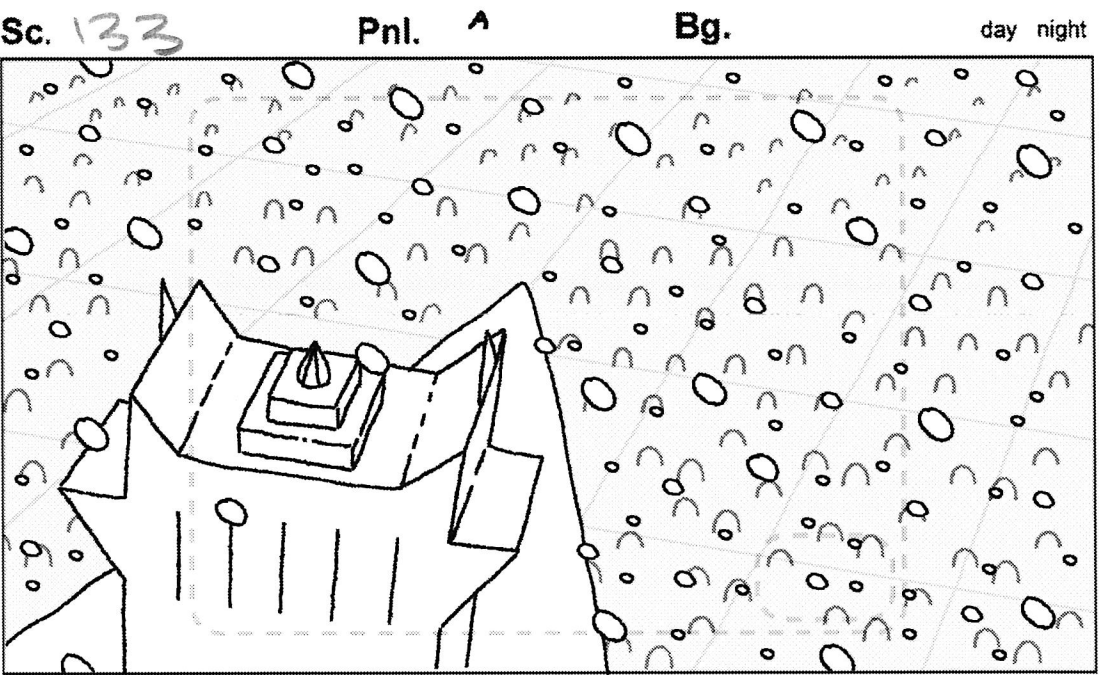
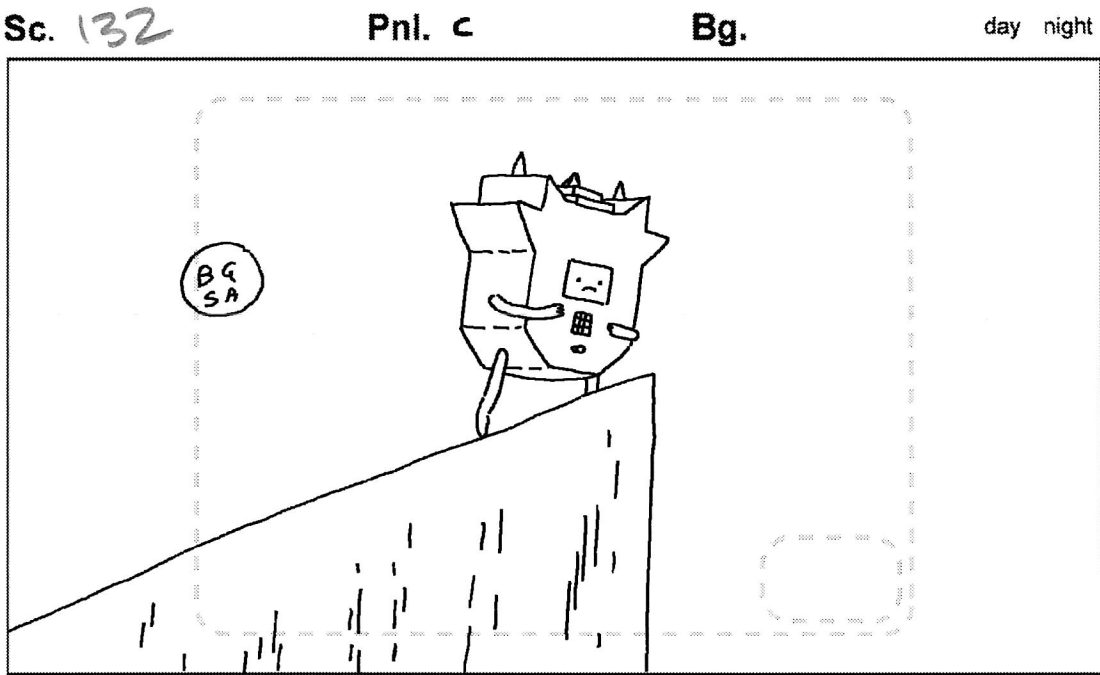
Dialog:
Action:
Timing:

EPISODE # 1034-228

Production :

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ADVENTURE TIME



Dialog:
Ⓐ N N N N .
Action:
Timing:

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ADVENTURE TIME

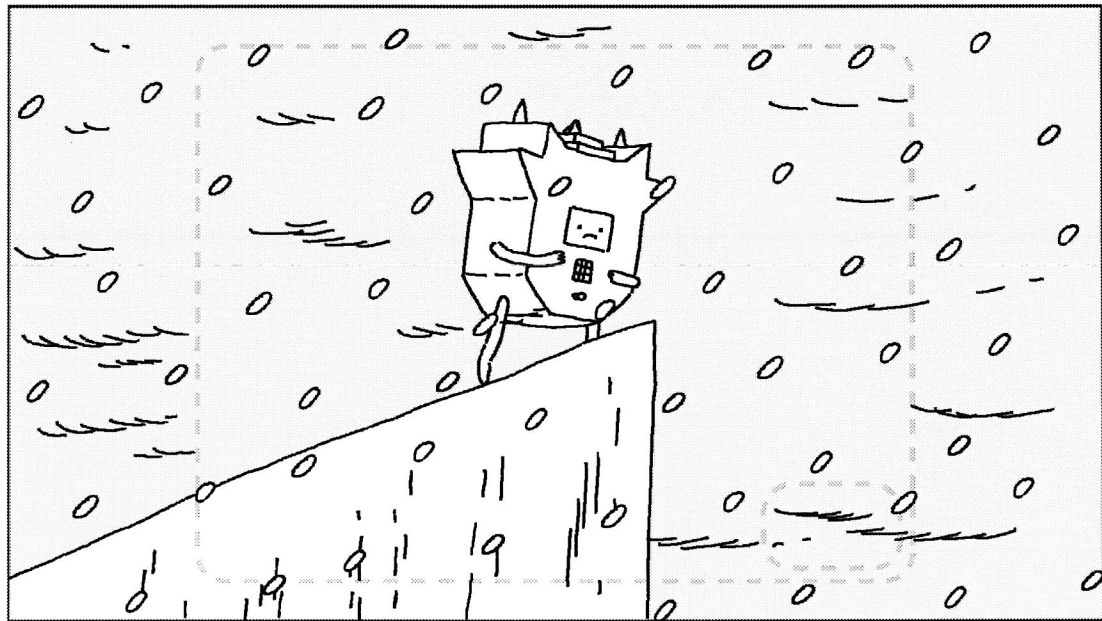


Sc. 134

Pnl. A

Bg.

day night

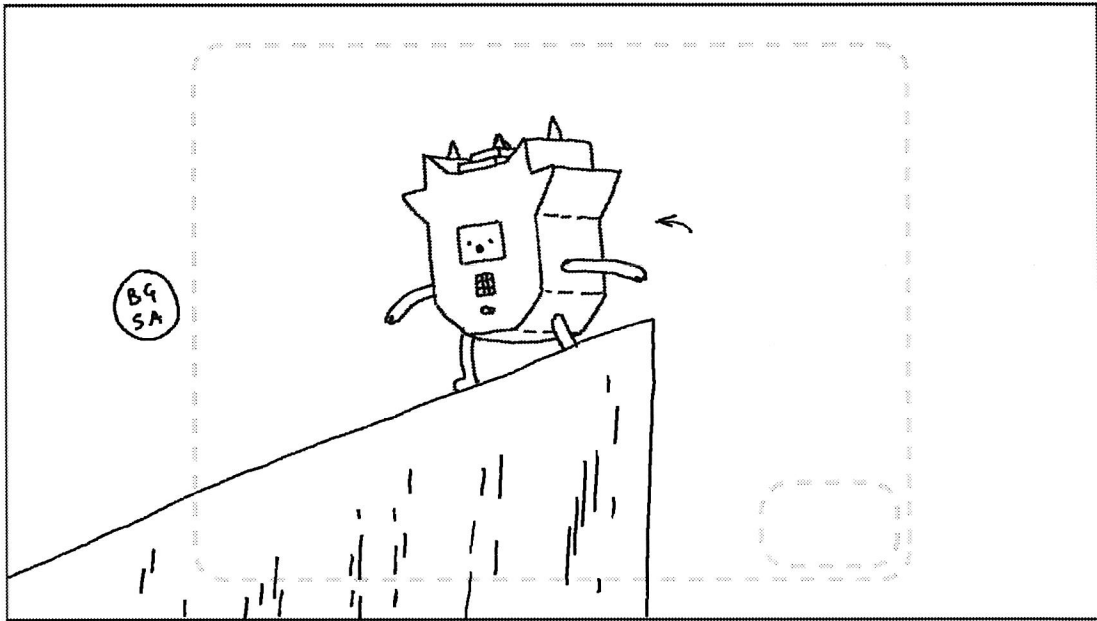


Sc. 134

Pnl. B

Bg.

day night



Dialog:
BMO (os) HEY!
Action:
Timing:

EPISODE # 1034-228

Production :

ADVENTURE TIME

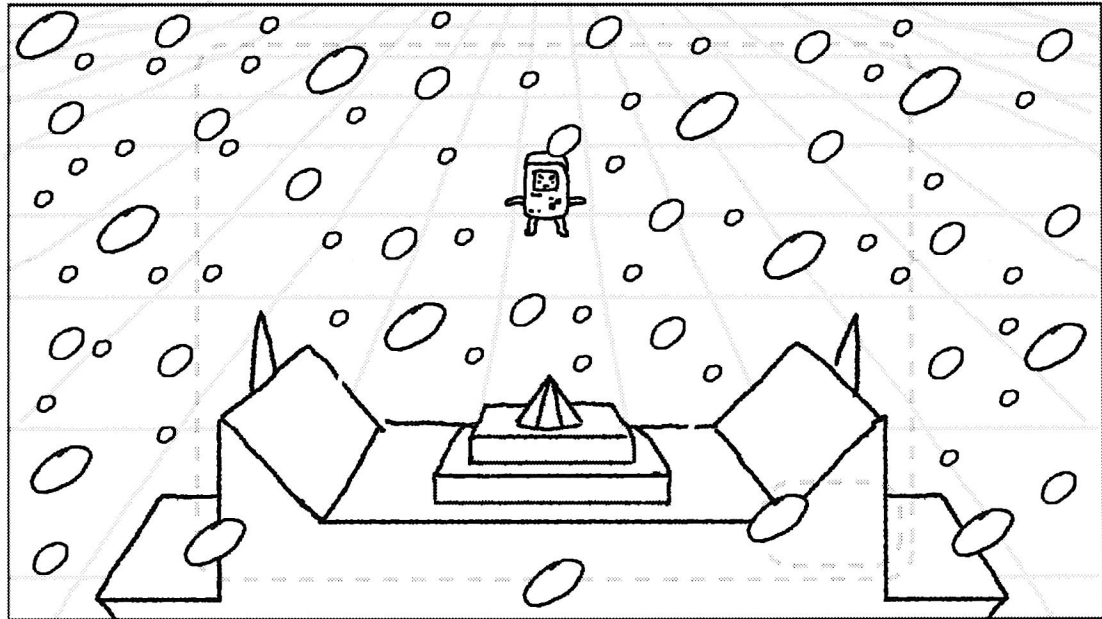


Sc. 135

Pnl. A

Bg.

day night

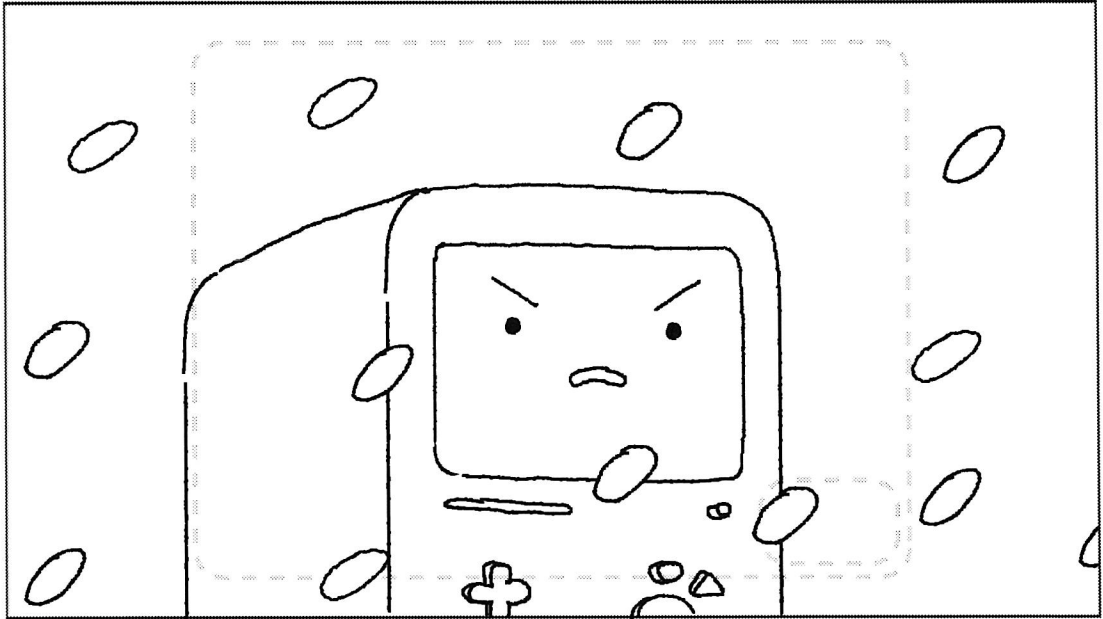


Sc. 136

Pnl. A

Bg.

day night



Dialog:

Bmo / TALK A MO!

Action:

Timing:

EPISODE # 1034-228

Production :

ADVENTURE TIME

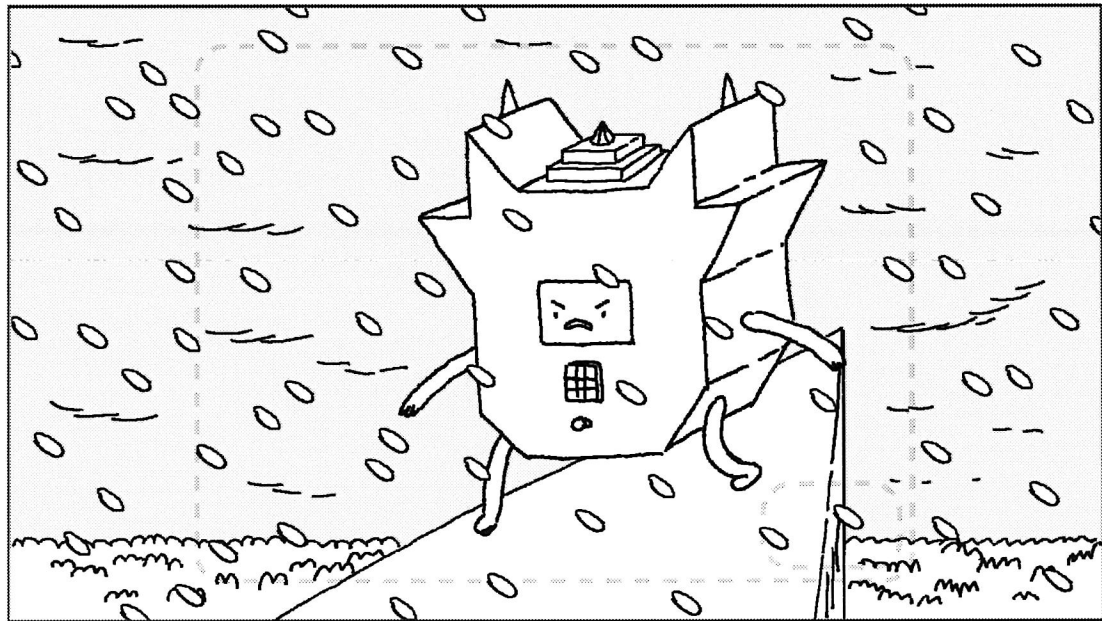


Sc. 137

Pnl. A

Bg.

day night

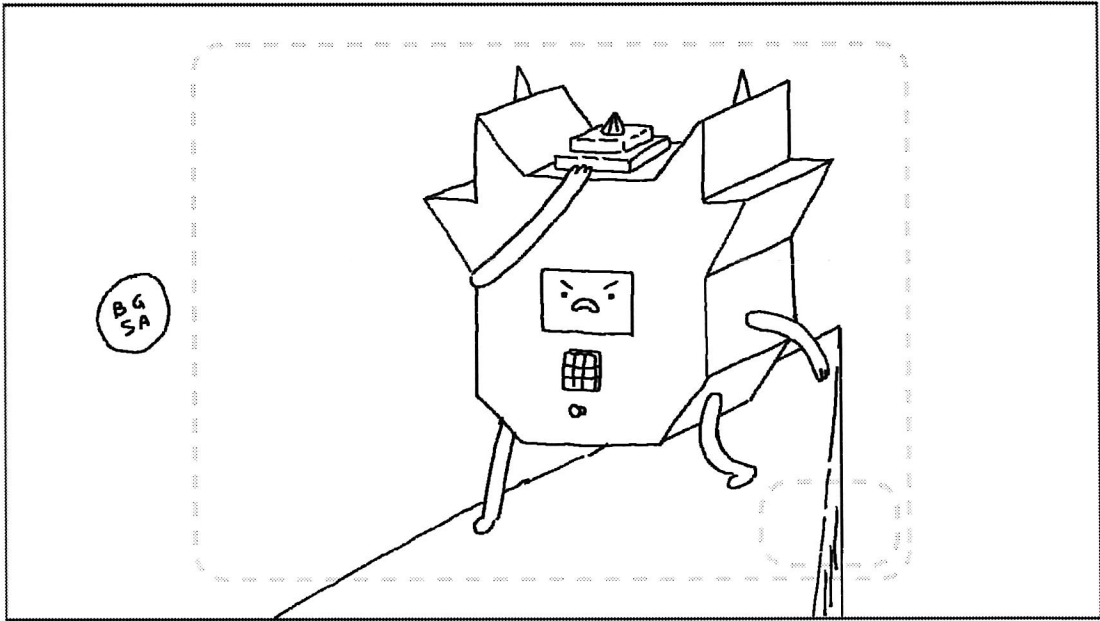


Sc. 137

Pnl. B

Bg.

day night



Dialog:

(A) /

OKAY, YOU WANT TO KNOW WHERE
POPPA IS? HERE IS ALL THAT
REMAINS OF HIM. HIS
MEMORY BACKUP DRIVE.

Action:

THROUGHOUT
SCENE.

Timing:

EPISODE # 1034-228

Production :

ADVENTURE TIME



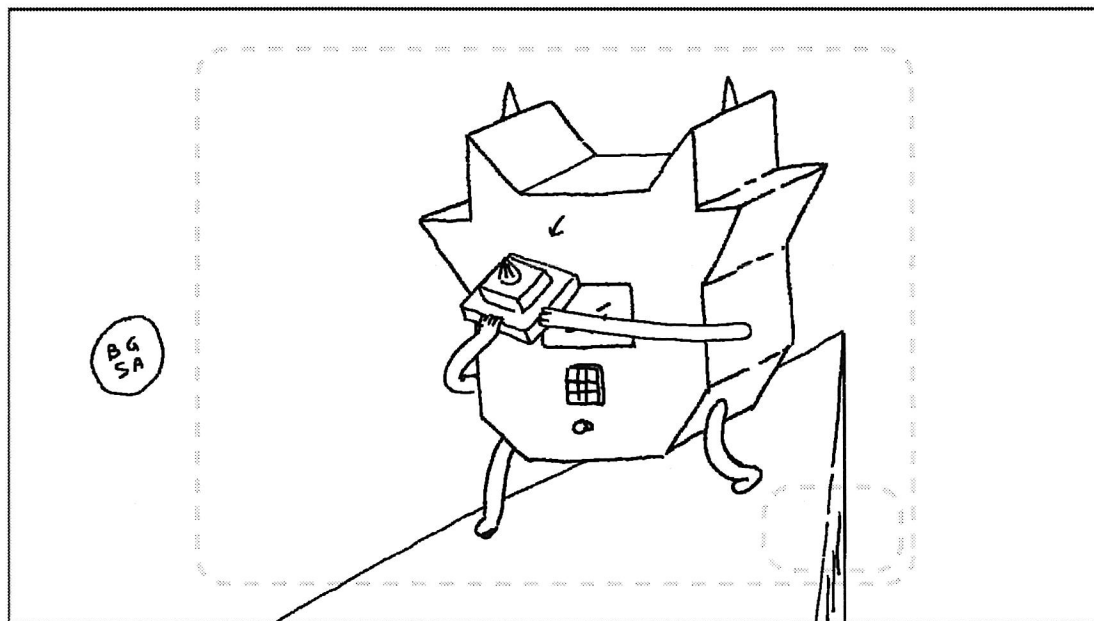
Page 167

Sc. 137

Pnl. C

Bg.

day night

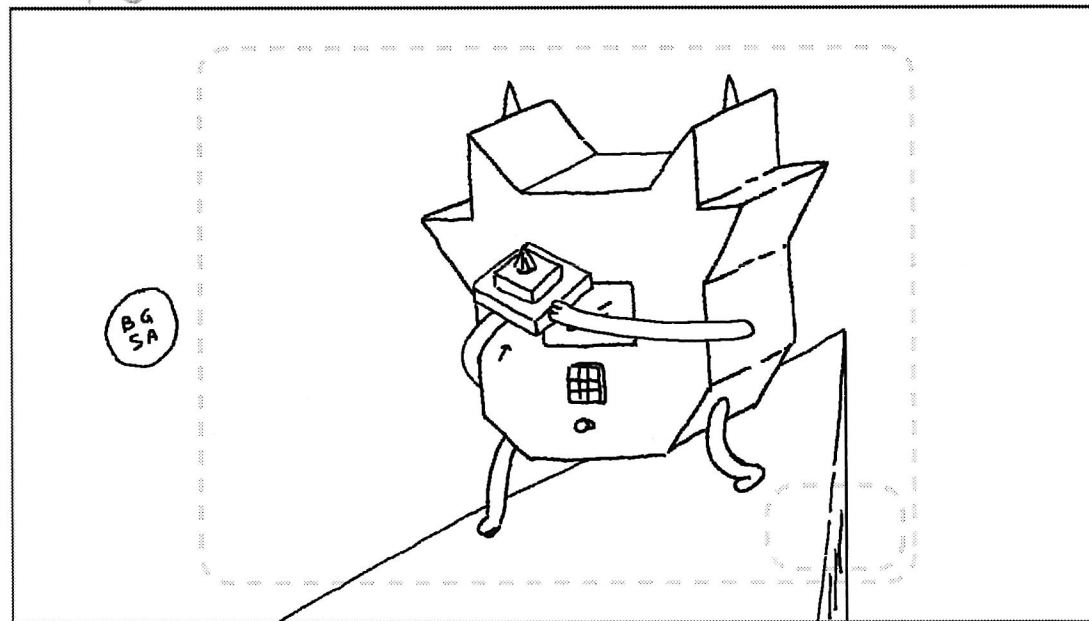


Sc. 137

Pnl. D

Bg.

day night



Dialog:

Action:

SWITCHES HANDS .

Timing:

EPISODE #
1034-228

Production :

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ADVENTURE TIME

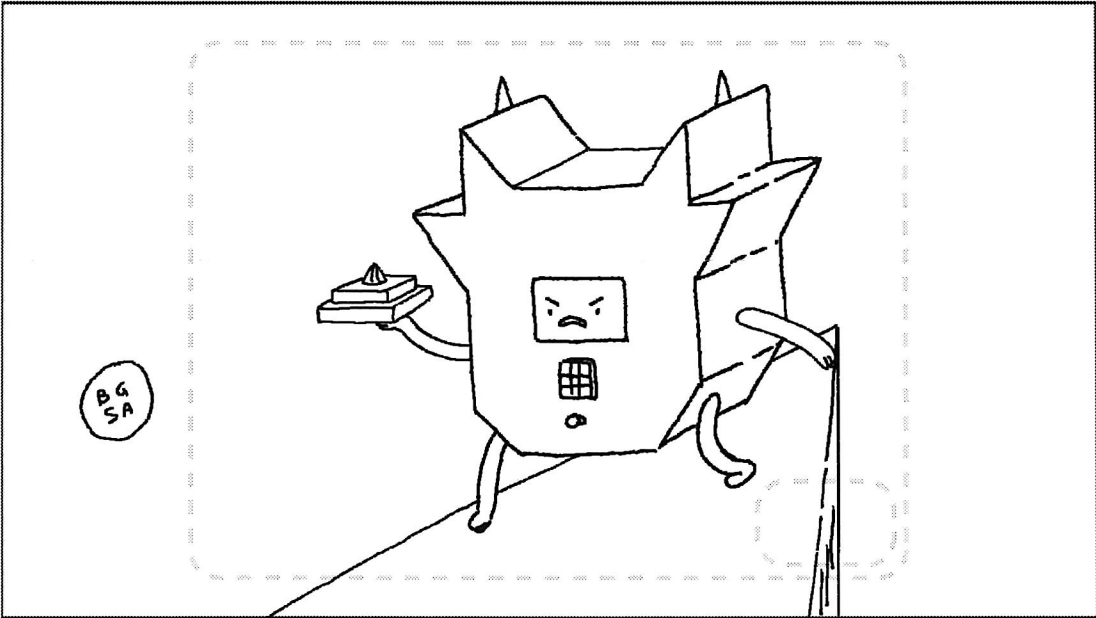


Sc. 137

Pnl. E

Bg.

day night

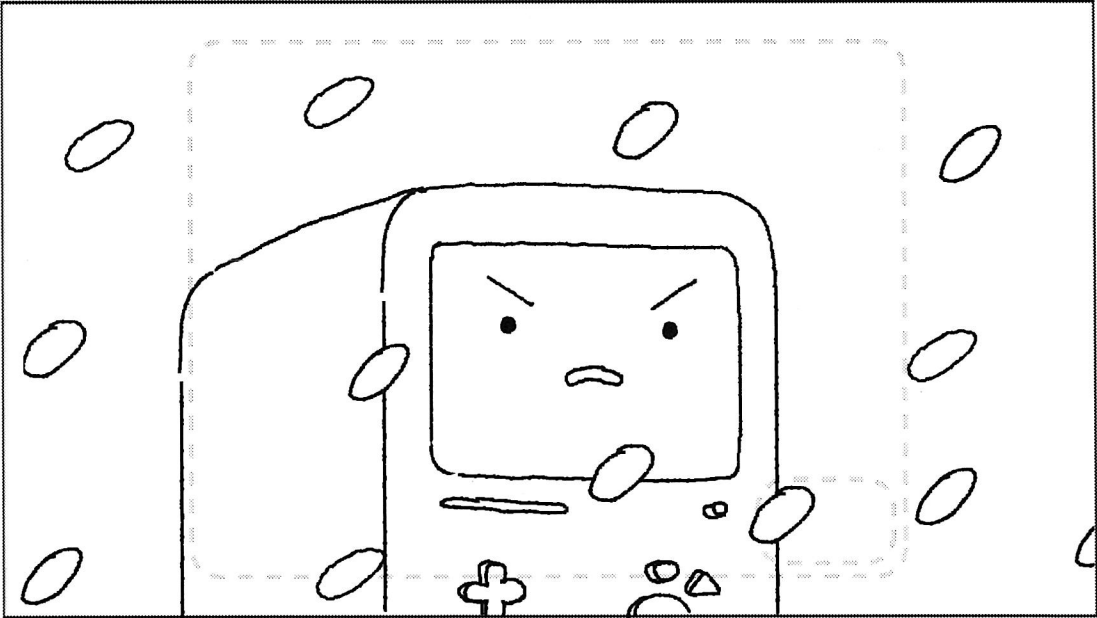


Sc. 138

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

EPISODE # 1034-228

Production :

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ADVENTURE TIME



Page 169

Sc. 138

Pnl. β

Bg.

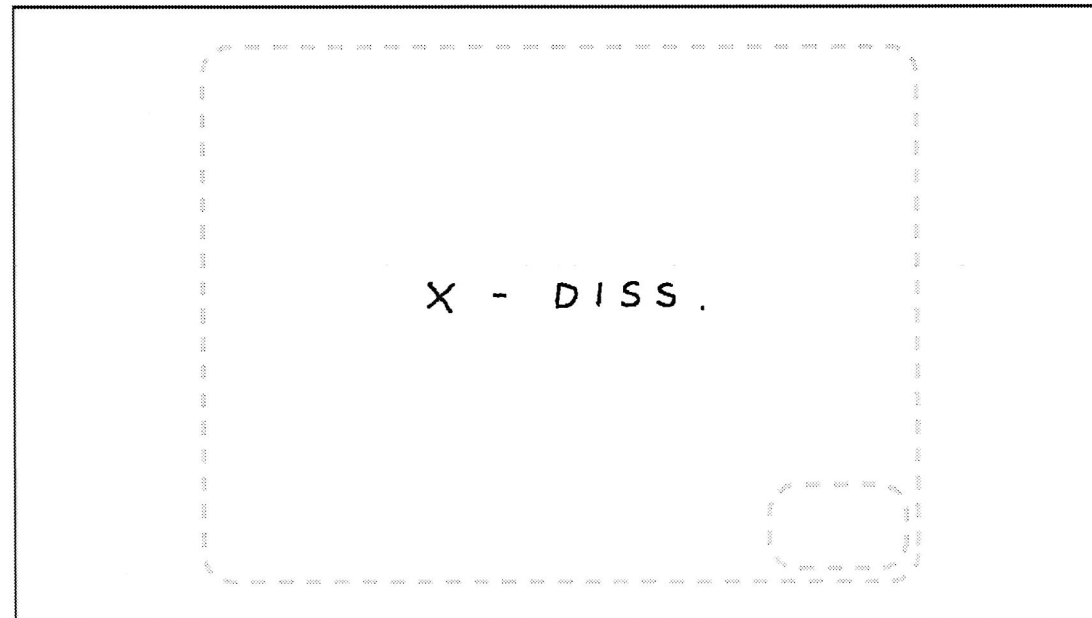
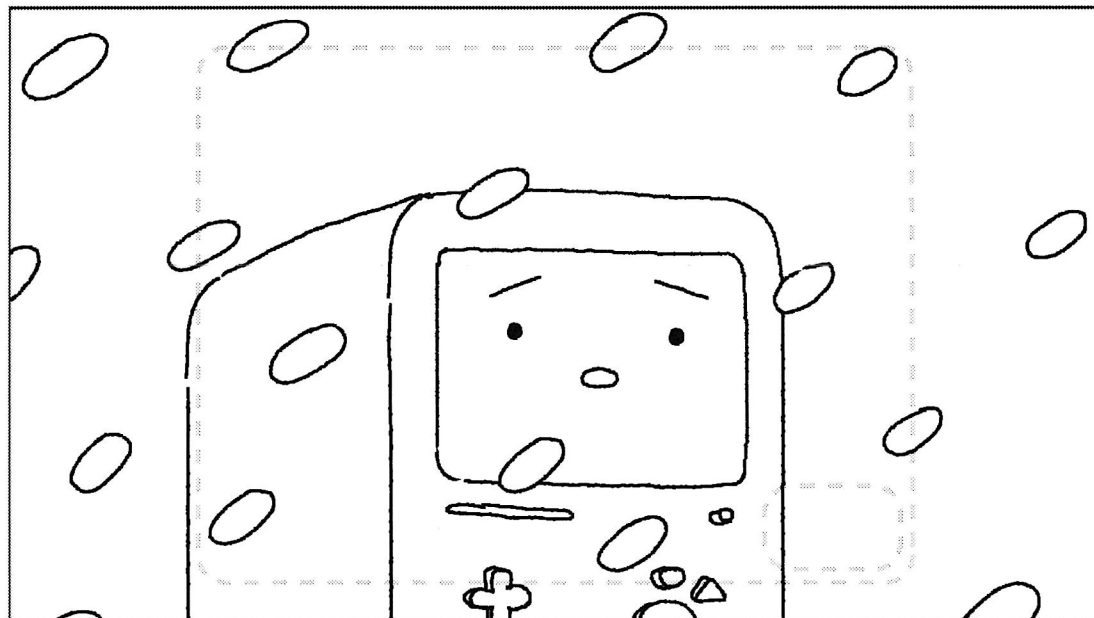
day night

Sc. —

Pnl. —

Bg. —

day night



Dialog:

Ⓟ oh.

Action:

Timing:

EPISODE # 1034-228

Production :

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ADVENTURE TIME



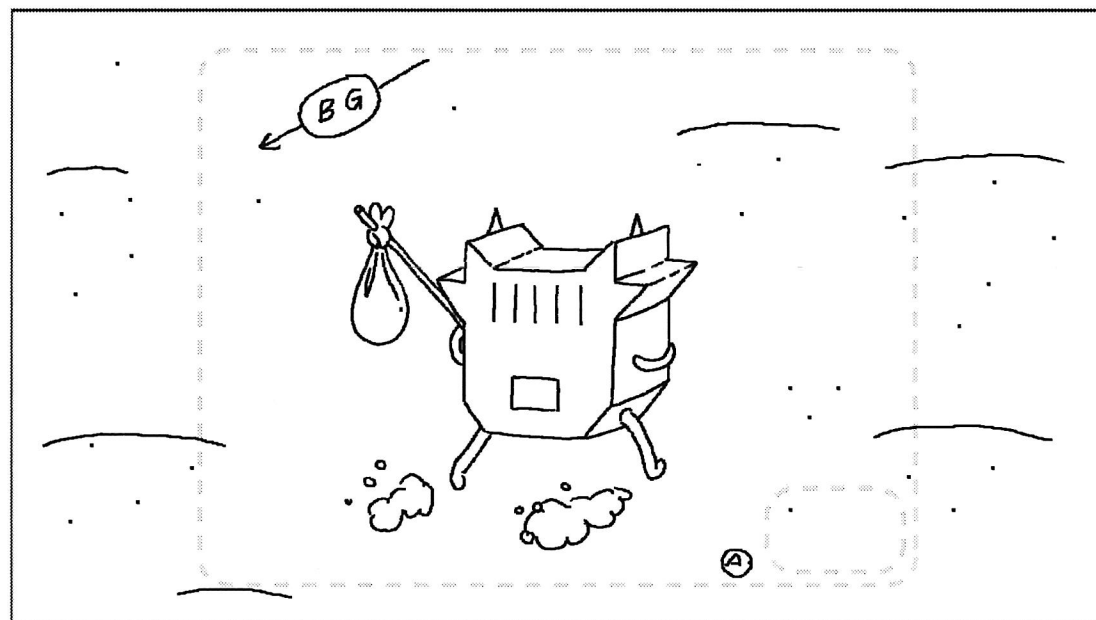
Page 170

Sc. 139

Pnl. A

Bg.

day night

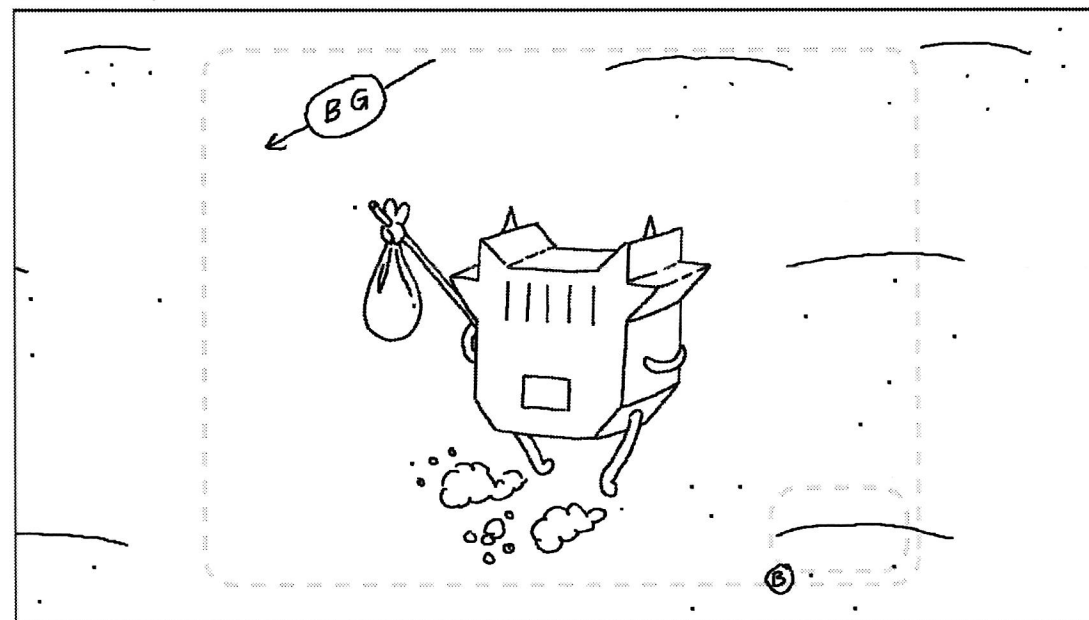


Sc. 139

Pnl. B

Bg.

day night



Dialog:

A(vo) I WAS RETURNING FROM A LONG PILGRIMAGE.
I CAME TO CONFRONT PAPA,

Action:

WALKING.

THE V.O. IS ALL

Timing:

SOMBER & SERIOUS.
THE WHOLE V.O.

EPISODE # 1034-228

Production :

ADVENTURE TIME



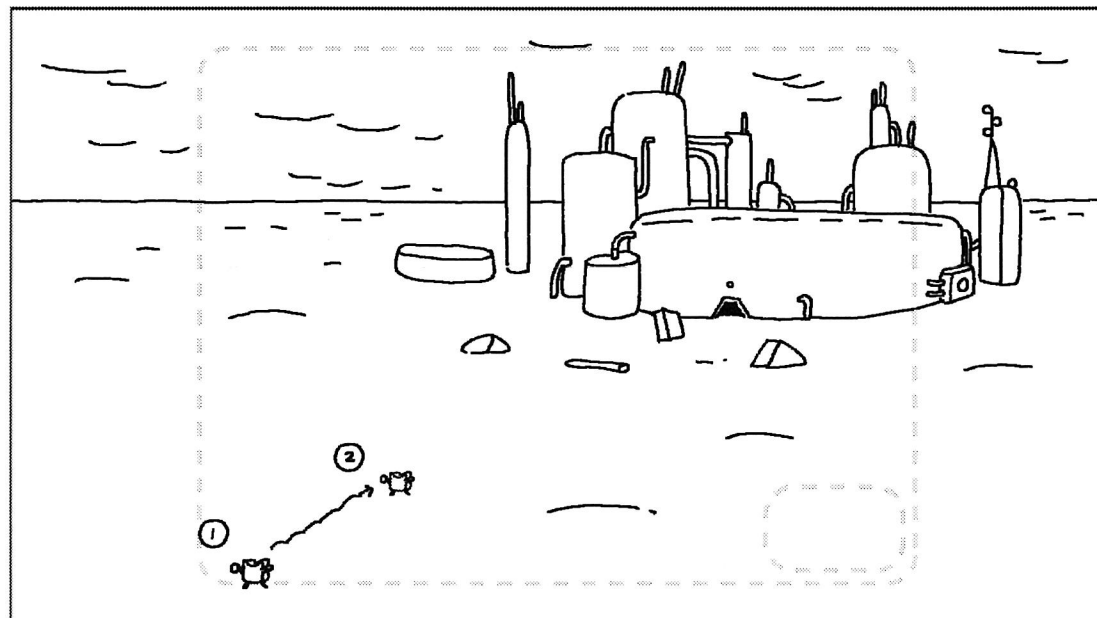
Page 171

Sc. 140

Pnl. A

Bg.

day night

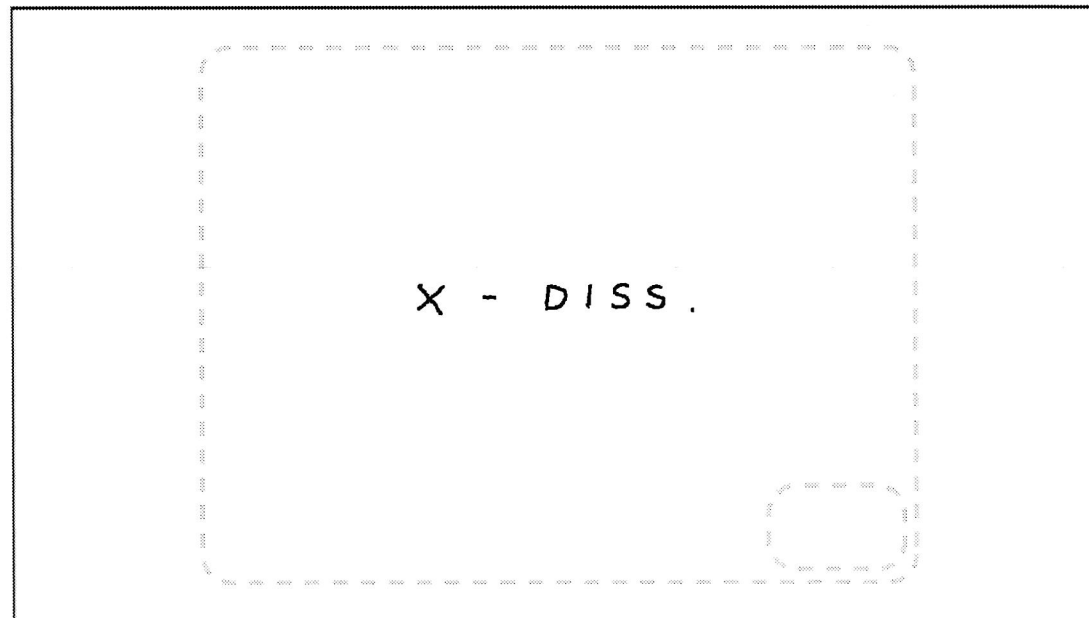


Sc. —

Pnl. —

Bg. —

day night



Dialog:

A/vo

FOR I HAD DISCOVERED TERRIBLE
THINGS ABOUT MYSELF.

Action:

Timing:

1034-228

EPISODE #

Production :

ADVENTURE TIME

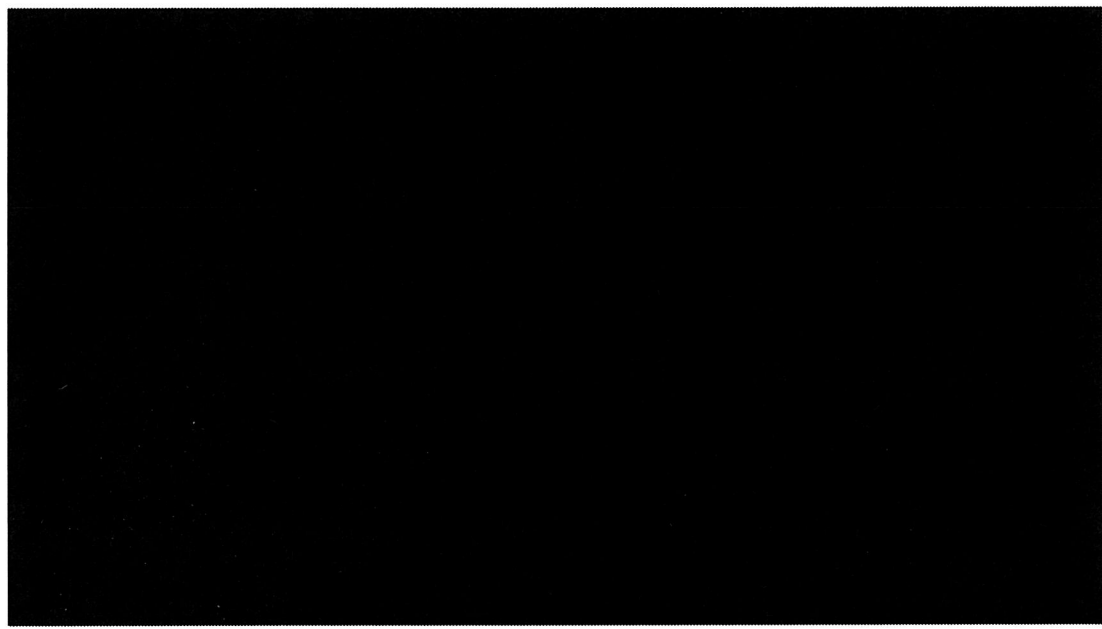


Sc. 141

Pnl. 7

Bg.

day night

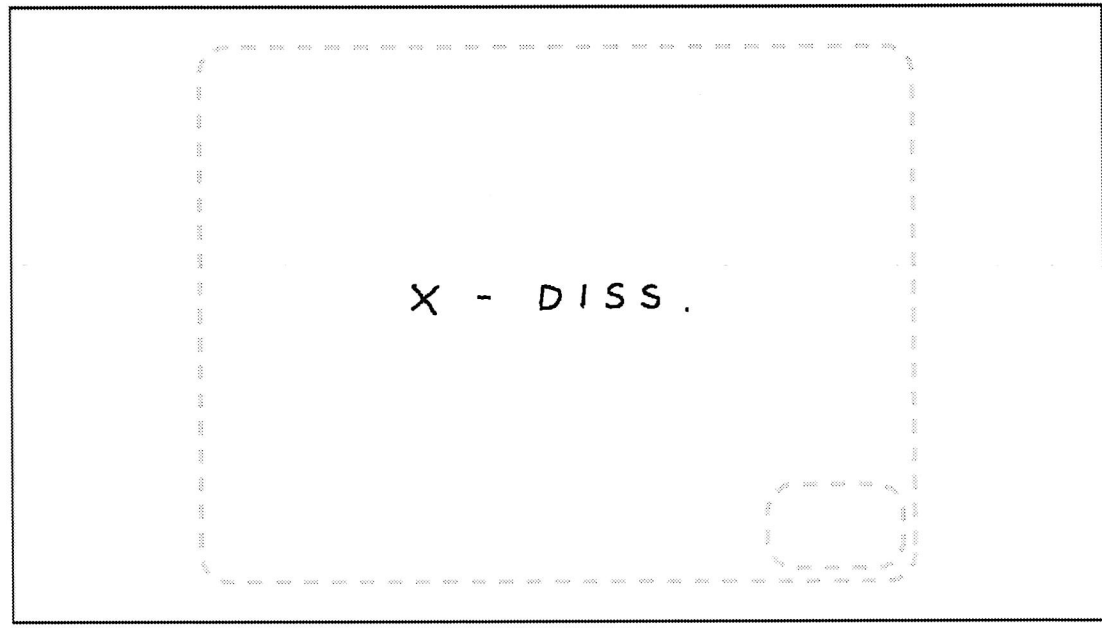


Sc. —

Pnl. —

Bg. —

day night



Dialog:
Action:
Timing:

EPISODE # 1034-228

Production :

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ADVENTURE TIME

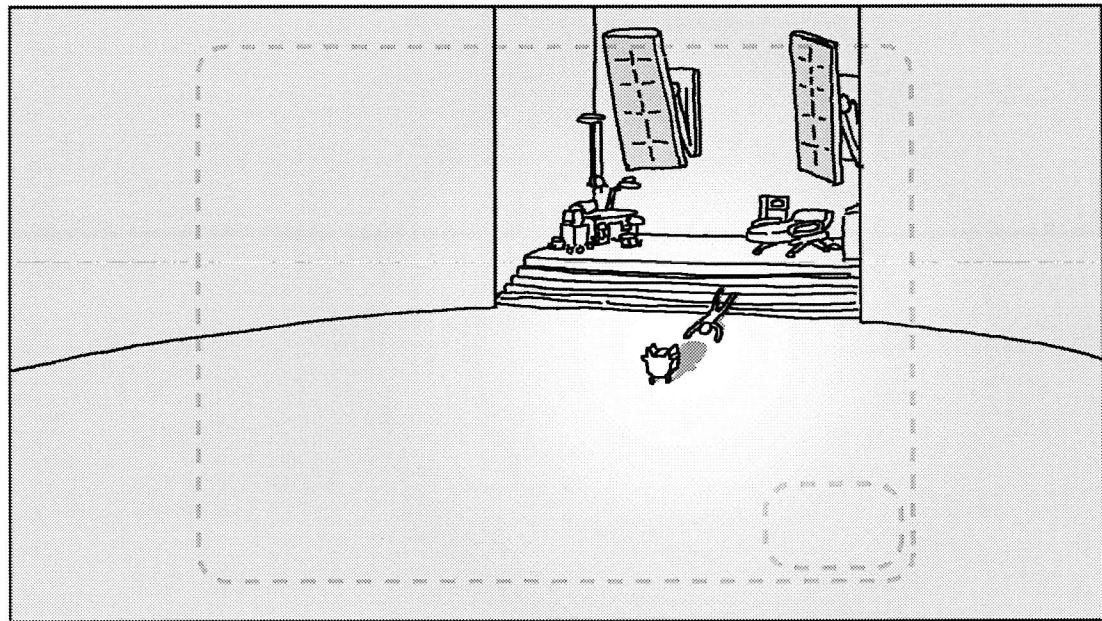


Sc. 142

Pnl. A

Bg.

day night

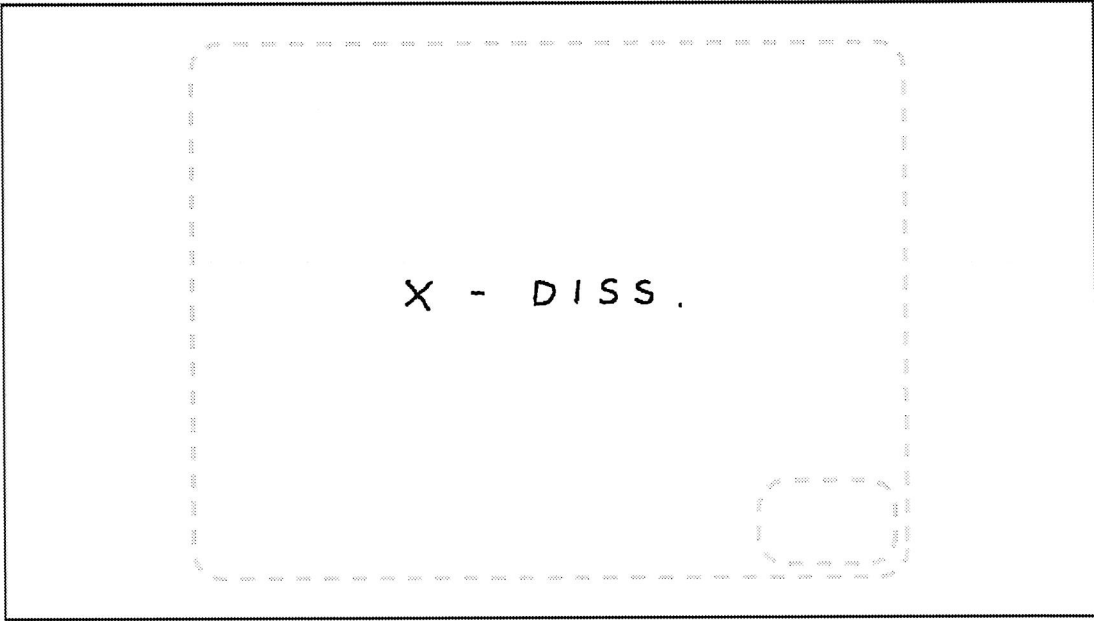


Sc. —

Pnl. —

Bg. —

day night



Dialog:
Action:
Timing:

R. V. B. G.

EPISODE # 1034-228
Production :

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ADVENTURE TIME



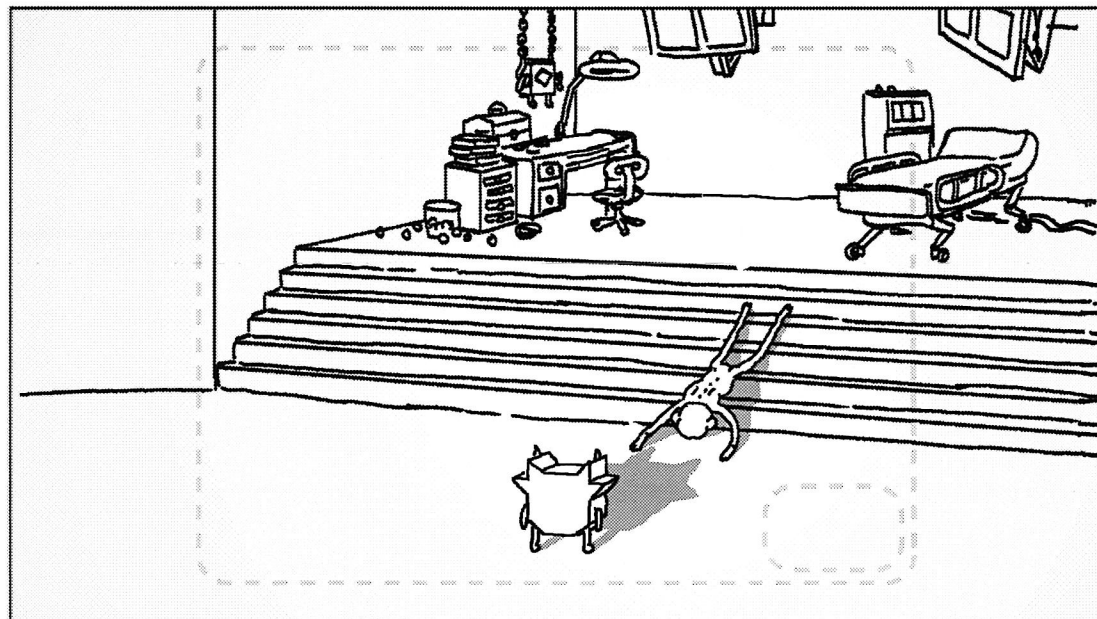
Page 174

Sc. 1413

Pnl. A

Bg.

day night



Sc. —

Pnl. —

Bg. —

day night



Dialog:

Action:

Timing:

1034-228

EPISODE #

Production :

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ADVENTURE TIME



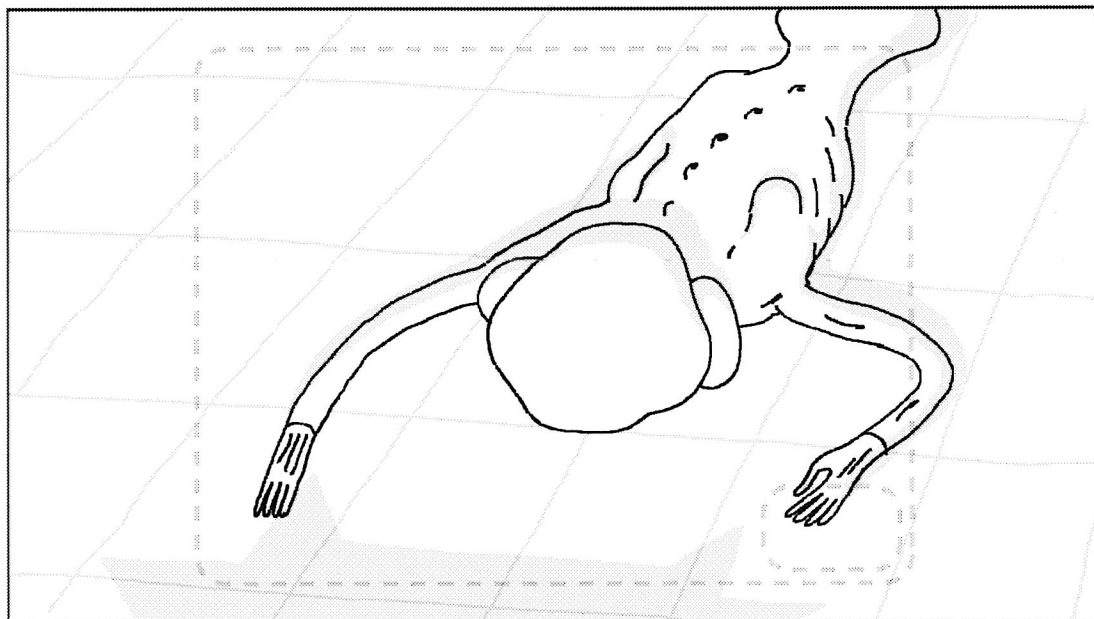
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Sc. 144

Pnl. A

Bg.

day night

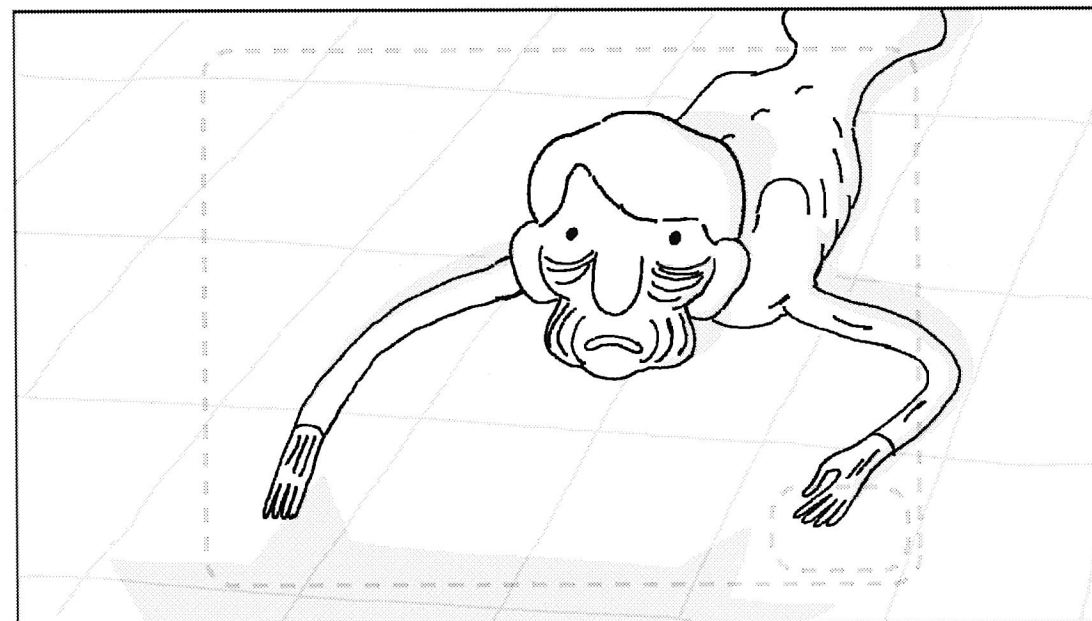


Sc. 144

Pnl. B

Bg.

day night



Dialog:

A (v.o.) HE WAS DYING.

ALT HE WAS CONKING OUT.

Action:

AMO
DOING
AN
OLD
MAN
VOICE

AMO, DEAR CHILD, MY BODY
IS CONKING OUT. THIS IS
THE END ... COUGH

HEAD RAISES SLOWLY.

Timing:

AS
SERIOUS
AS
POSSIBLE

EPISODE # 1034-228

Production :

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ADVENTURE TIME

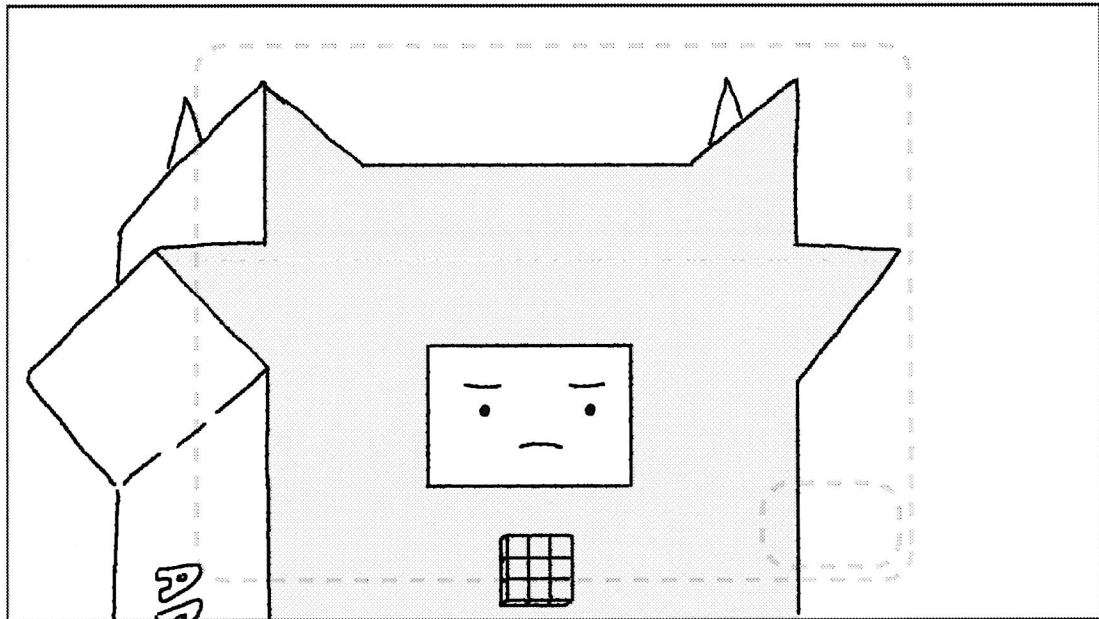


Sc. 145

Pnl. A

Bg.

day night

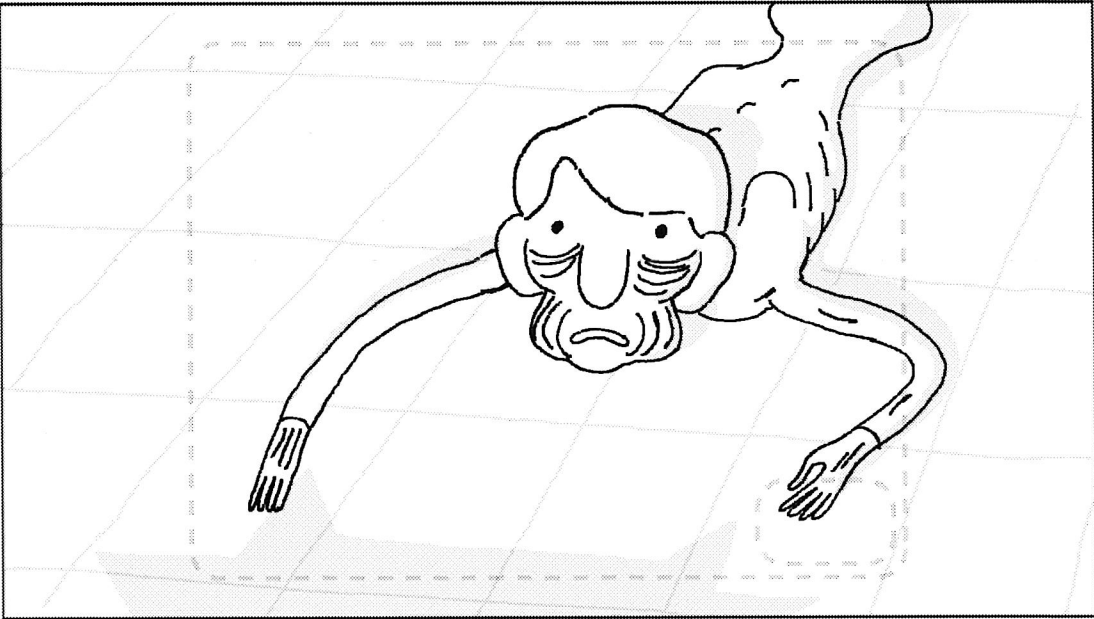


Sc. 146

Pnl. A

Bg.

day night



Dialog:

Ⓐ / TAKE ... TAKE

Action:

BEAT

Timing:

EPISODE # 1034-228

Production :

ADVENTURE TIME



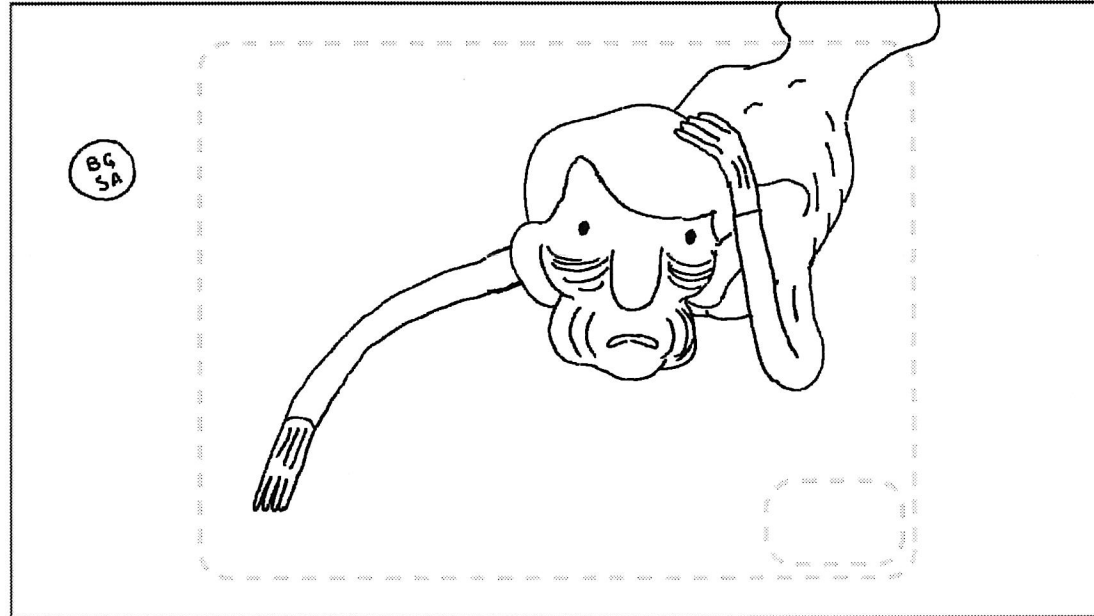
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Sc. 146

Pnl. B

Bg.

day night

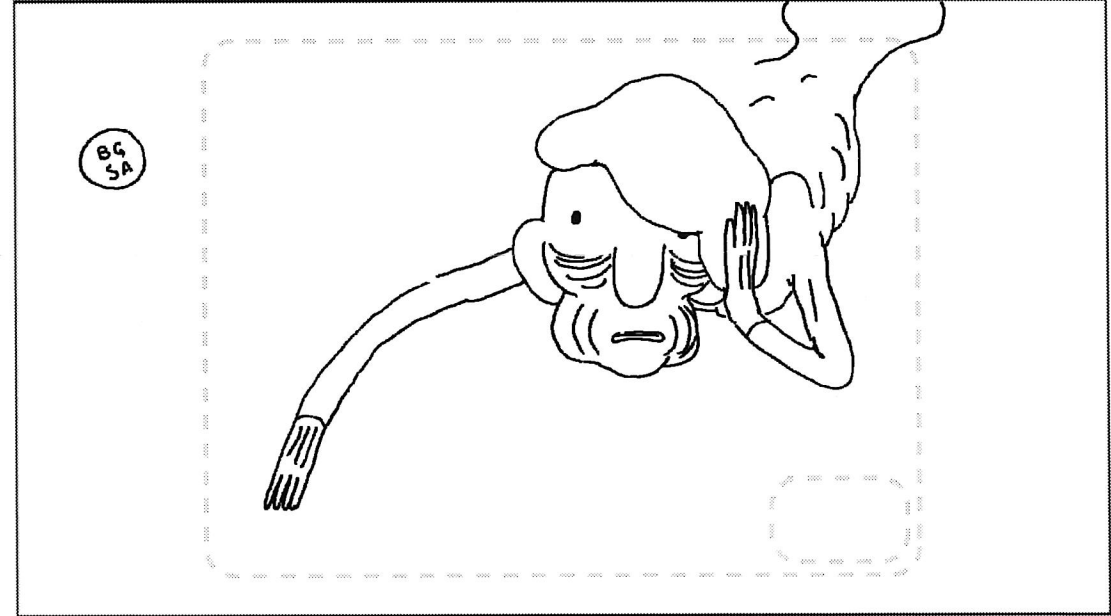


Sc. 146

Pnl. C

Bg.

day night



Dialog:

(A) (CONT) THIS .

IT IS

Action:

Timing:

1034-228

EPISODE #

Production :

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ADVENTURE TIME

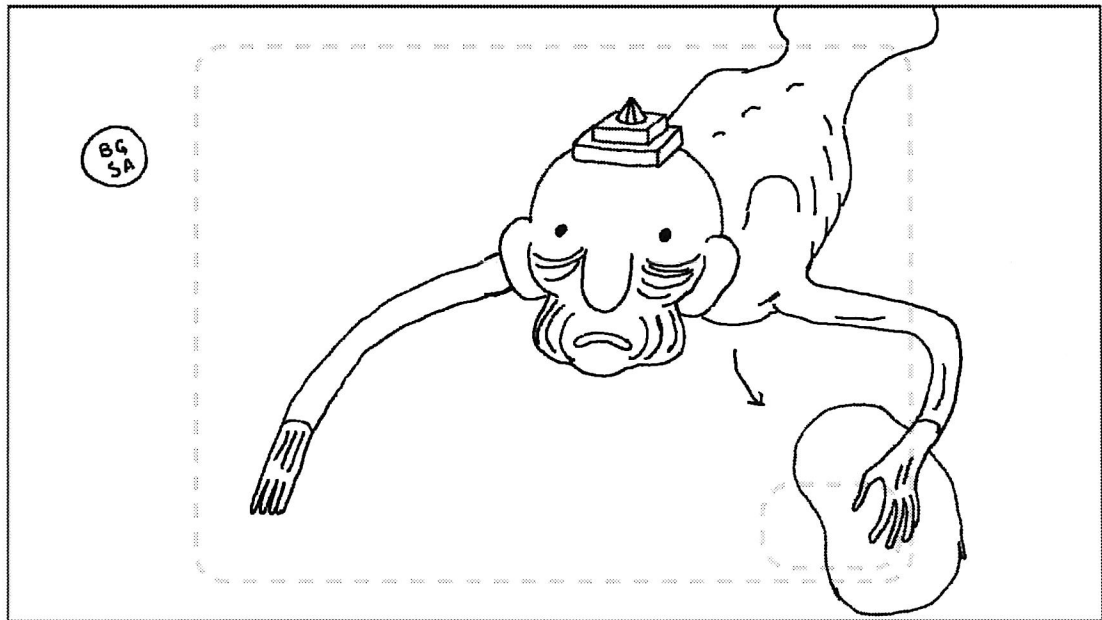


Sc. 146

Pnl. 0

Bg.

day night

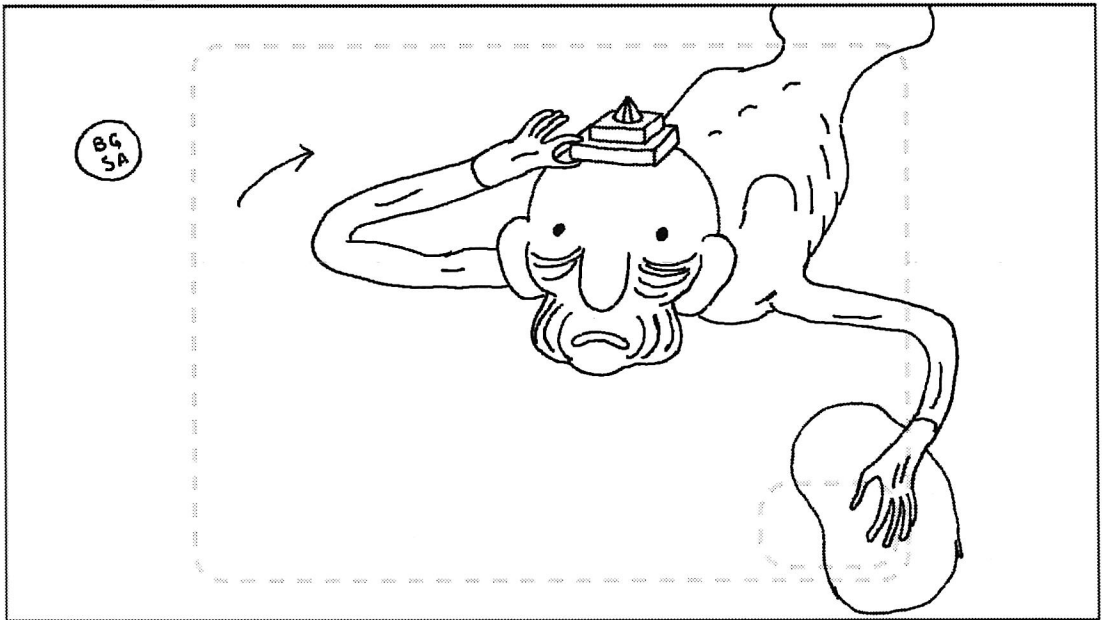


Sc. 146

Pnl. E

Bg.

day night



Dialog:

A (CONT) WHO I AM.

Action:

Timing:

1034-228

EPISODE #

Production :

ADVENTURE TIME

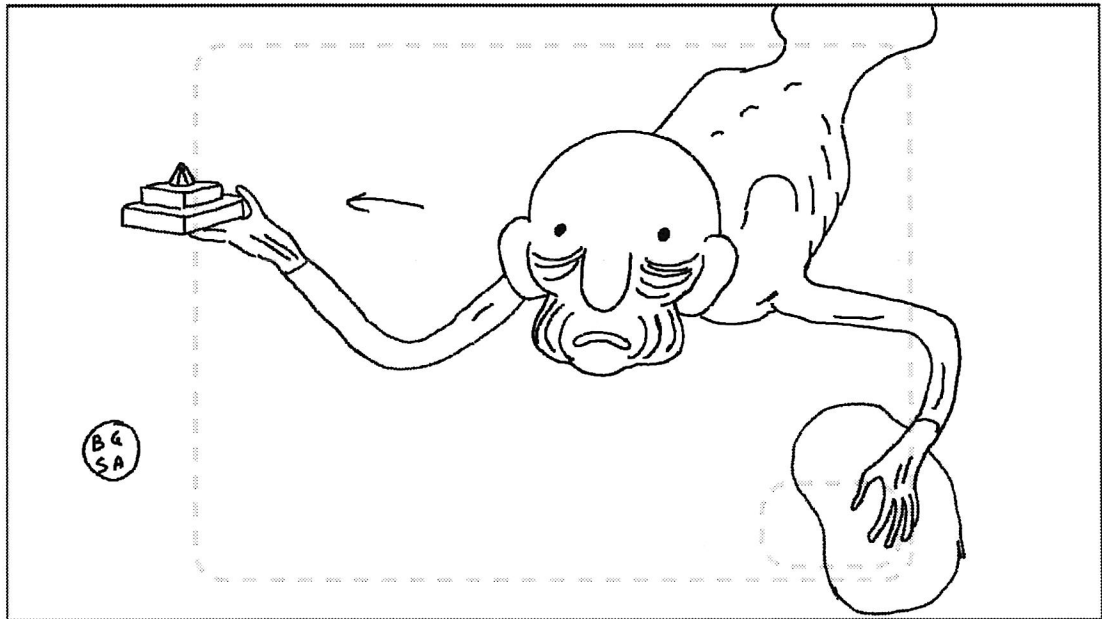


Sc. 146

Pnl. F

Bg.

day night

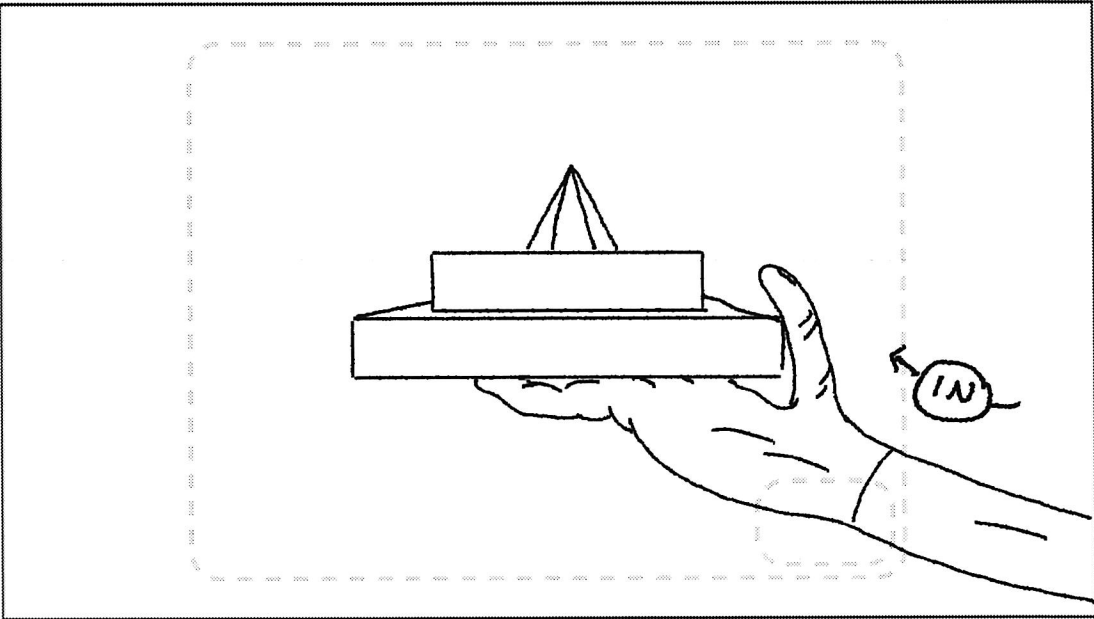


Sc. 147

Pnl. A

Bg.

day night



Dialog:

(SFX) = CLICK =

Action:

Timing:

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ADVENTURE TIME

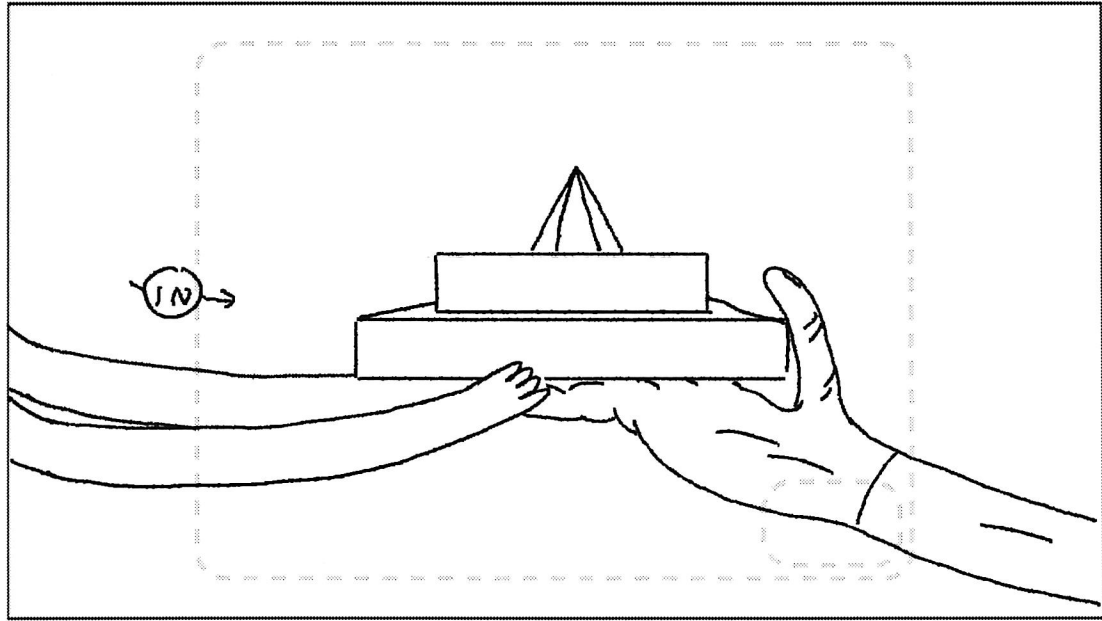


Sc. 147

Pnl. B

Bg.

day night

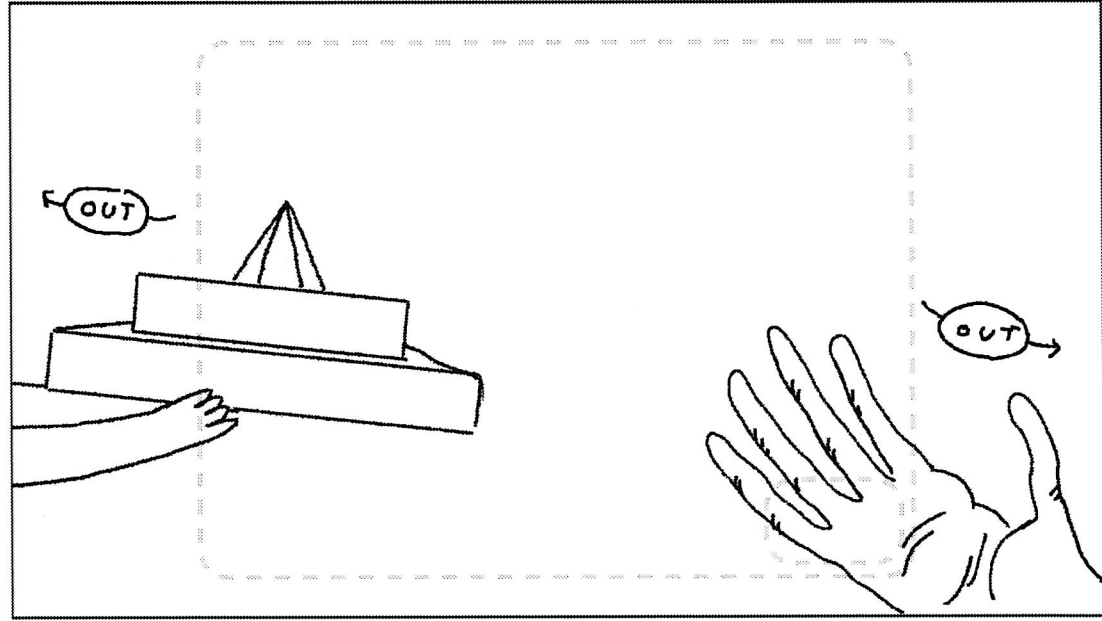


Sc. 147

Pnl. C

Bg.

day night



Dialog:
Action:
Timing:

EPISODE # 1034-228
Production :

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ADVENTURE TIME



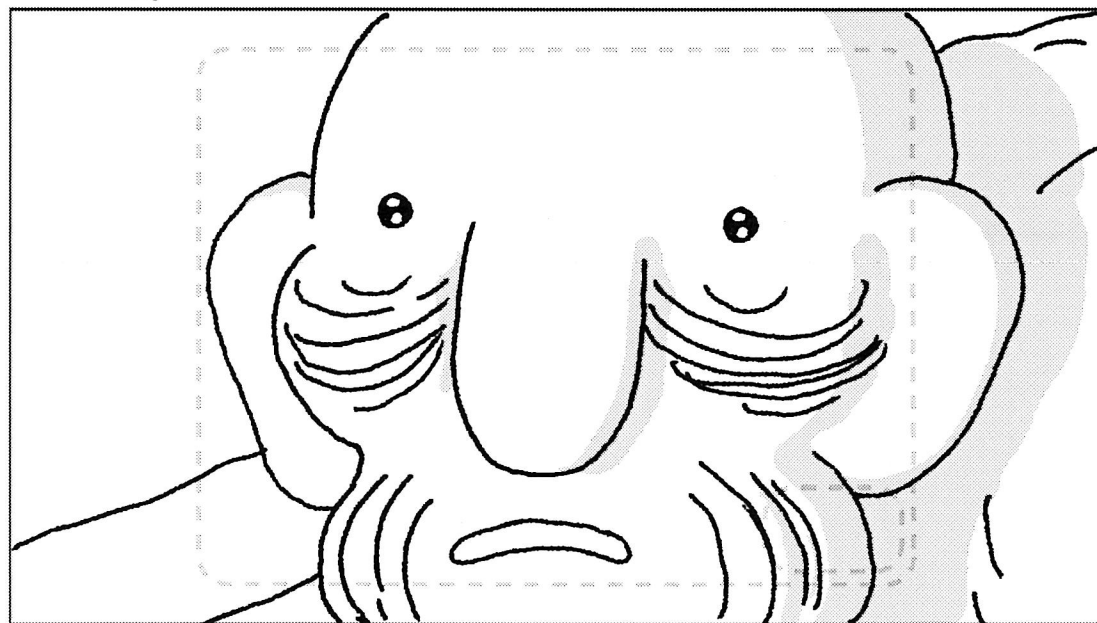
Page 181

Sc. 148

Pnl. A

Bg.

day night

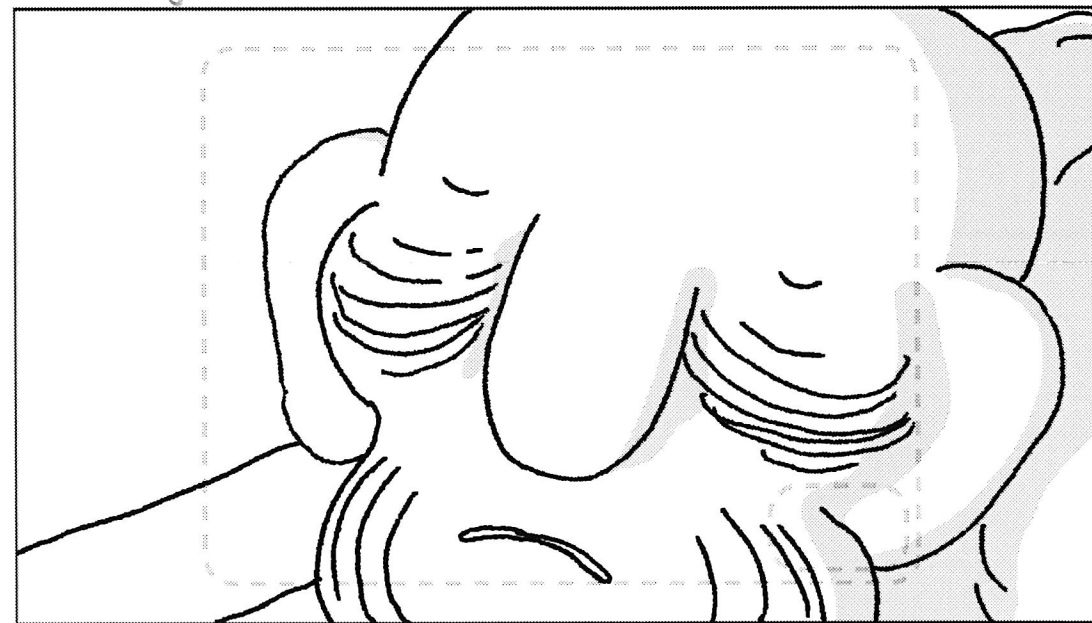


Sc. 148

Pnl. B

Bg.

day night



Dialog

(A)

SEND MY MIND INTO ...
SPACE ... SO I MAY
SPEND THE EONS AMONG

Action:

THE STARS AND OTHER
BRILLIANT GASSES.

Timing:

EPISODE #

1034-228

Production :

ADVENTURE TIME



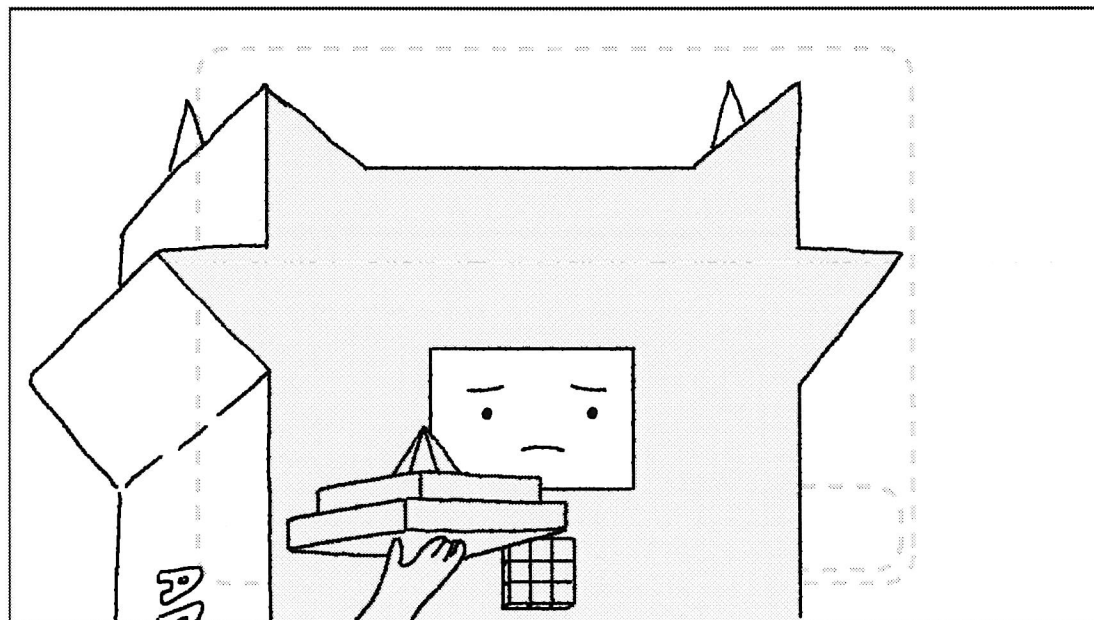
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Sc. 149

Pnl. A

Bg.

day night

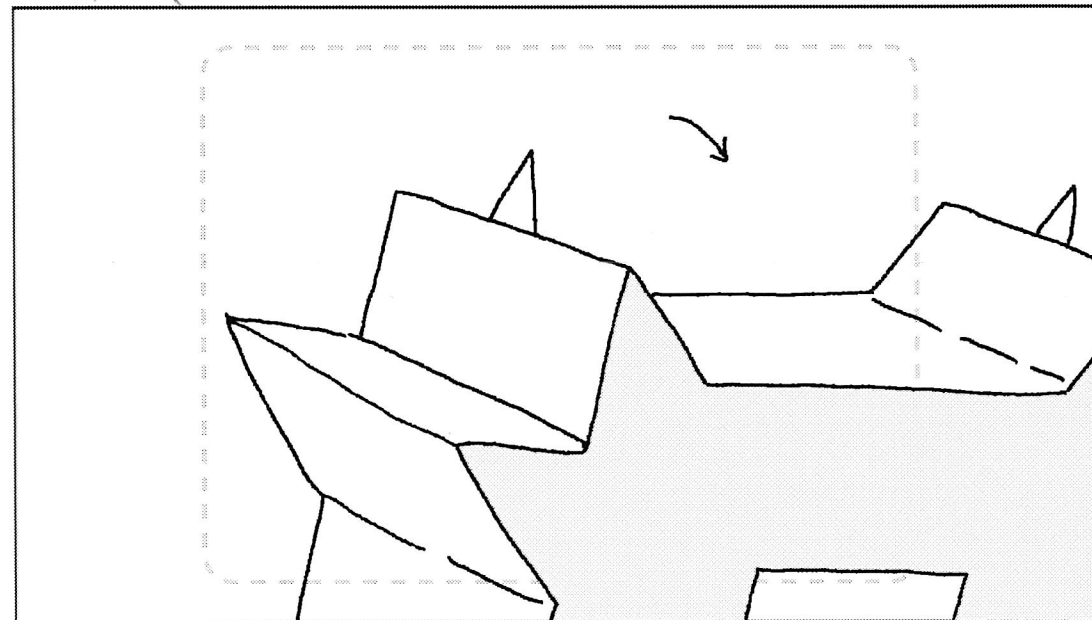


Sc. 149

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

EPISODE # **1034-228**

Production :

ADVENTURE TIME

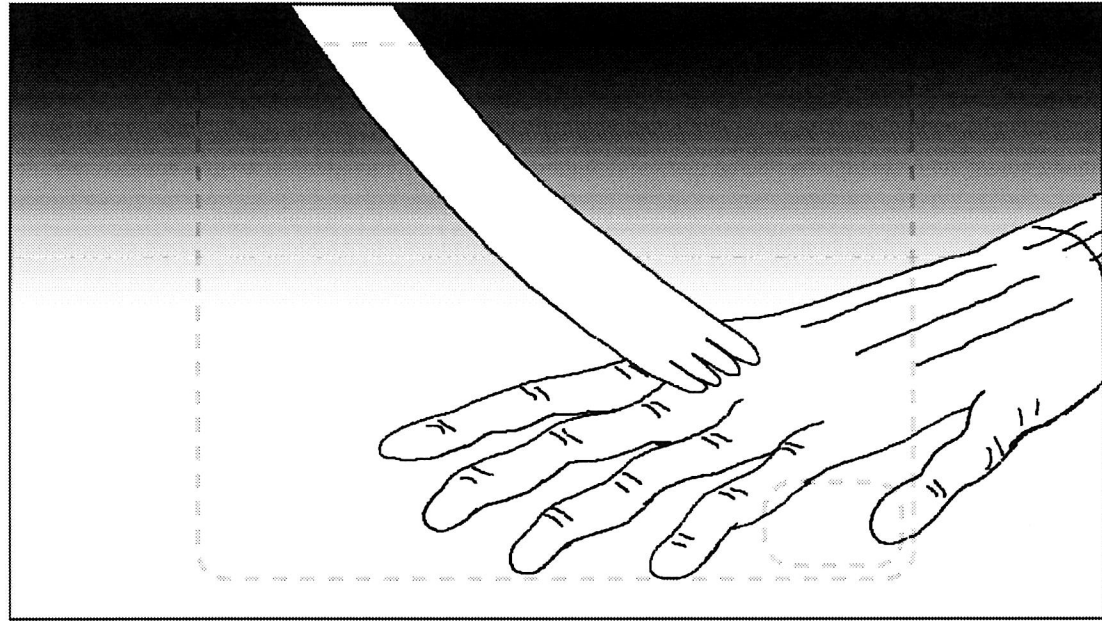


Sc. 150

Pnl. A

Bg.

day night

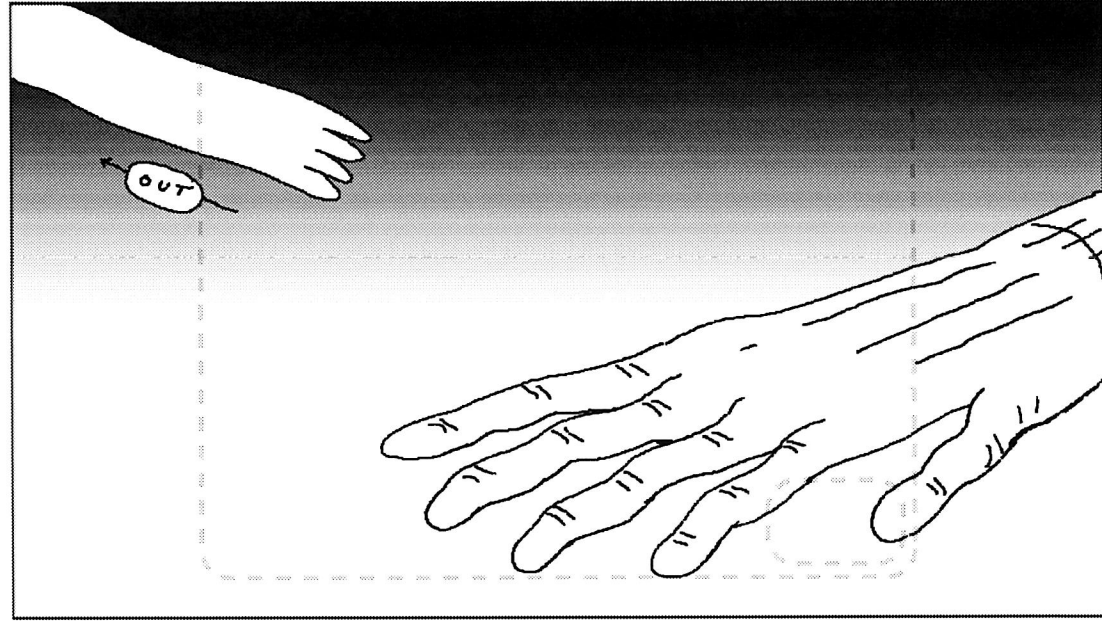


Sc. 150

Pnl. B

Bg.

day night



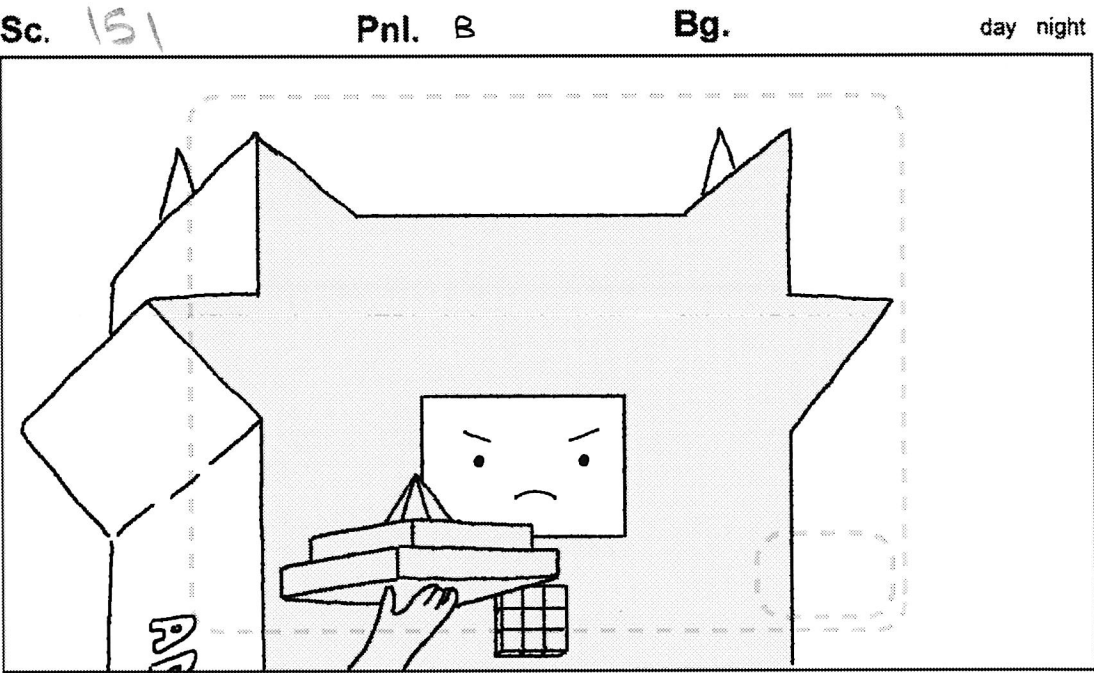
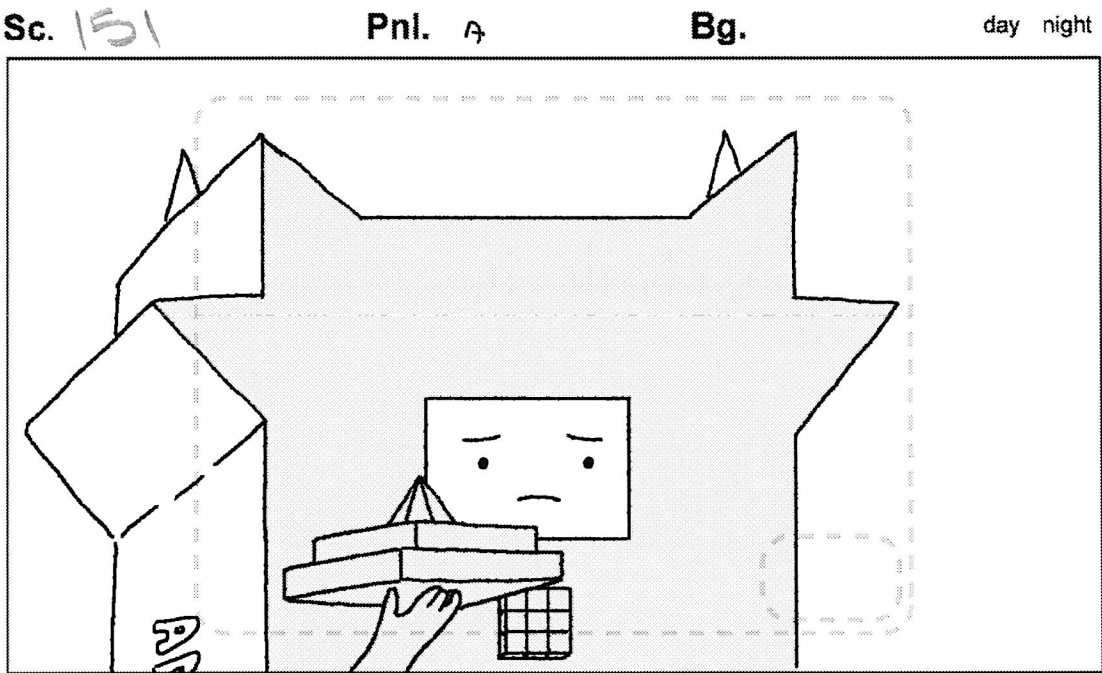
Dialog:	HIS HANDS WERE AS COLD AS CLAY.
Action:	
Timing:	

1034-228

EPISODE #

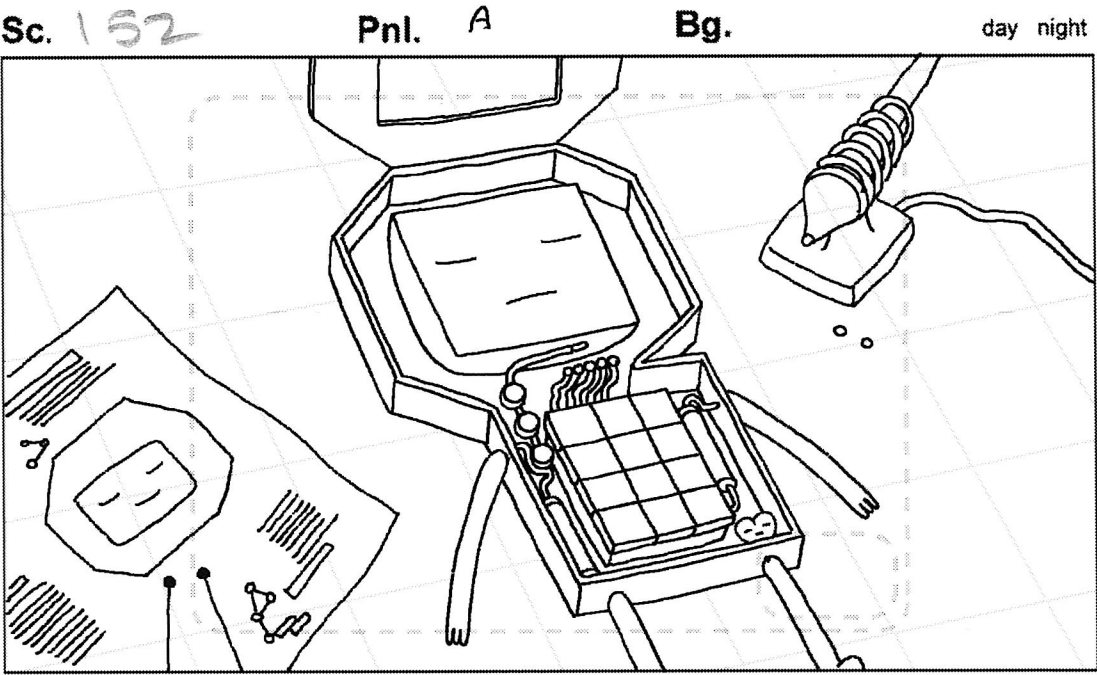
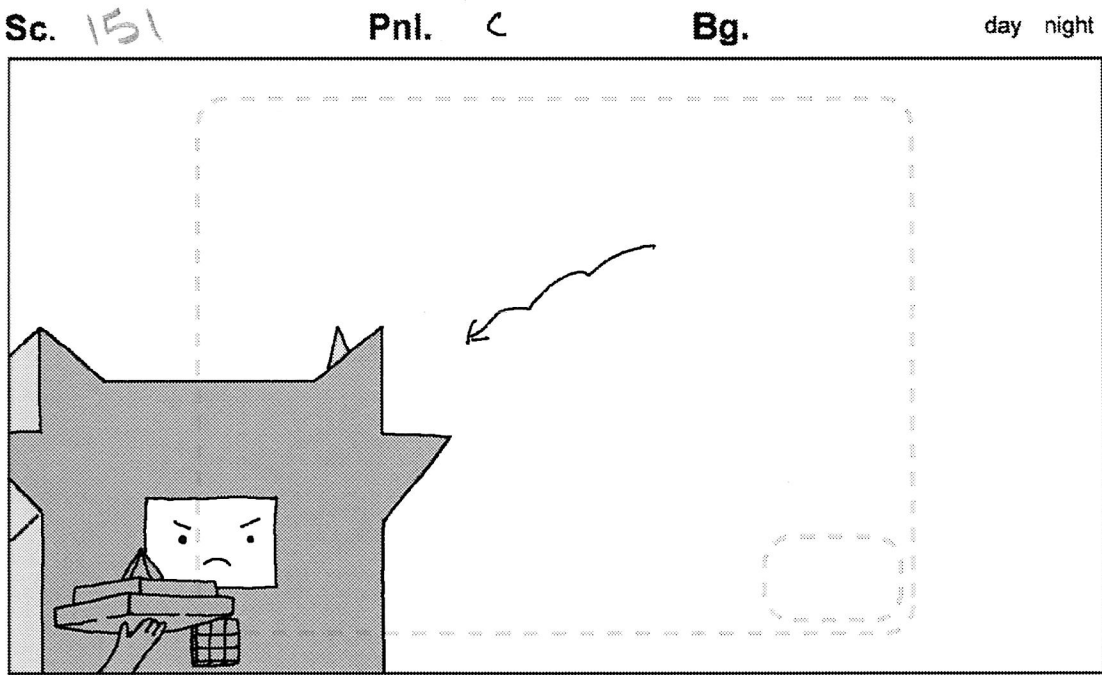
Production :

ADVENTURE TIME



Dialog:
Action:
Timing:

ADVENTURE TIME



Dialog:

A/ OUR POPPA NEVER LOVED ME.

Action:

BACKS INTO THE SHADOWS.

Timing:

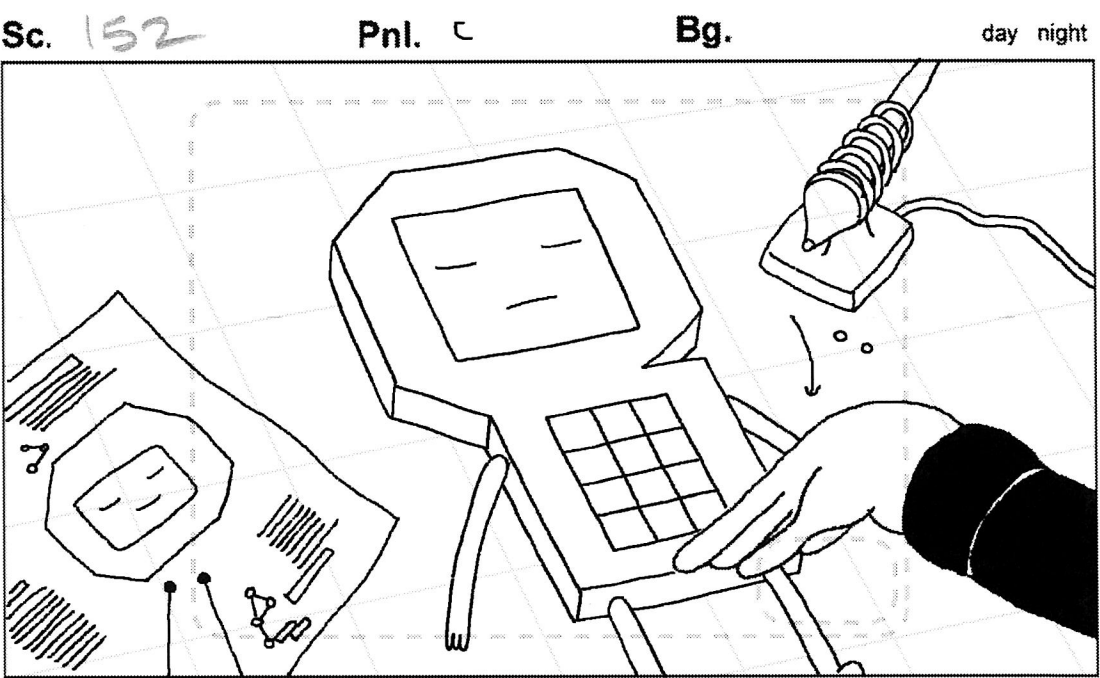
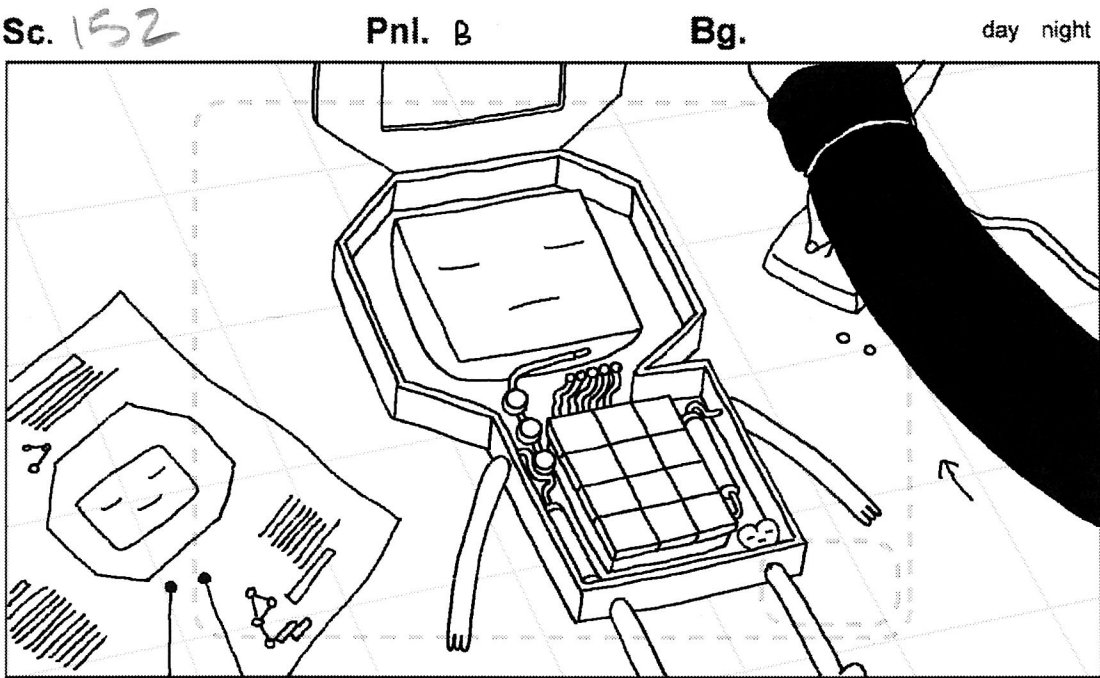
1034-228

EPISODE #

Production :

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ADVENTURE TIME



Dialog:	(A) I USED HIS KNOWLEDGE OF
	(SFX) ~ CLICK ~
Action:	
Timing:	

1034-228

EPISODE #

Production :

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ADVENTURE TIME



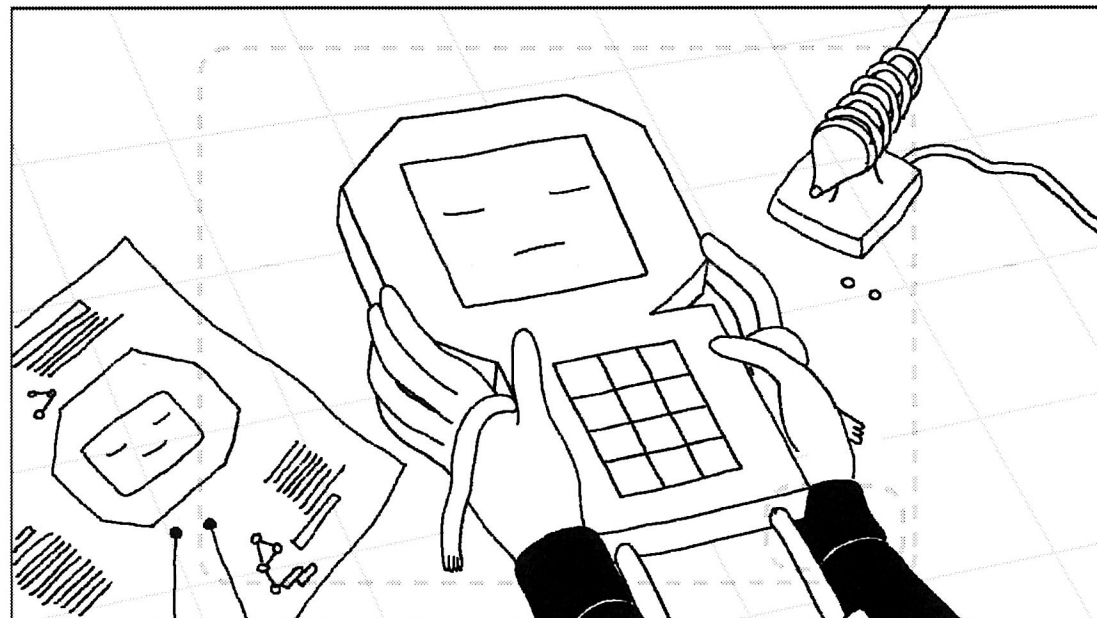
Page 187

Sc. 152

Pnl. 0

Bg.

day night

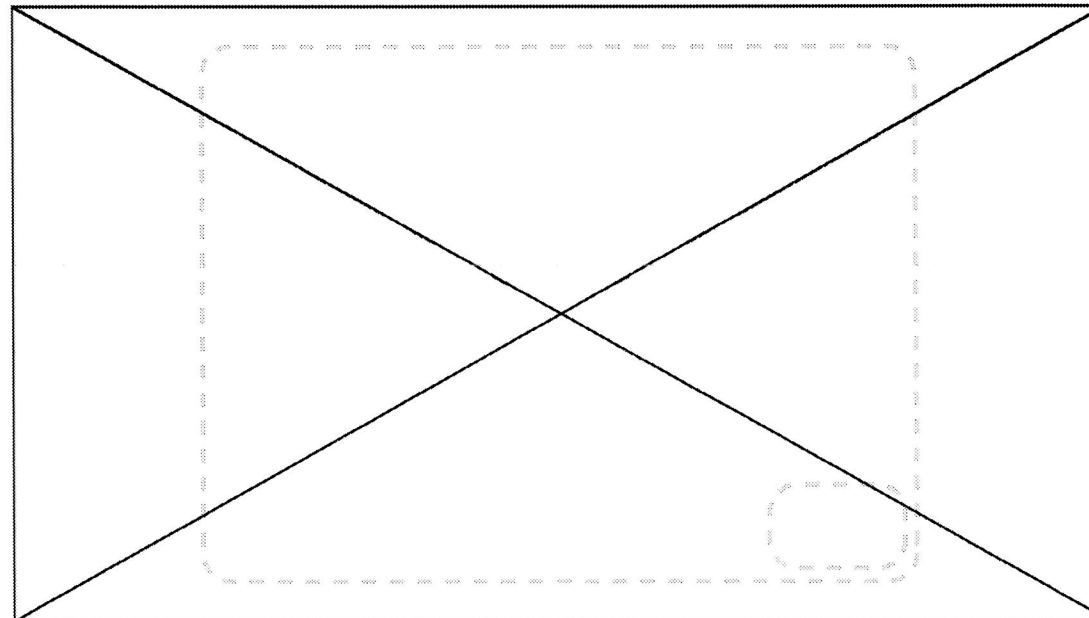


Sc. -

Pnl. -

Bg. -

day night



Dialog:

A (CONT) THE FACTORY AND ITS

Action:

Timing:

EPISODE # 1034-228

Production :

ADVENTURE TIME

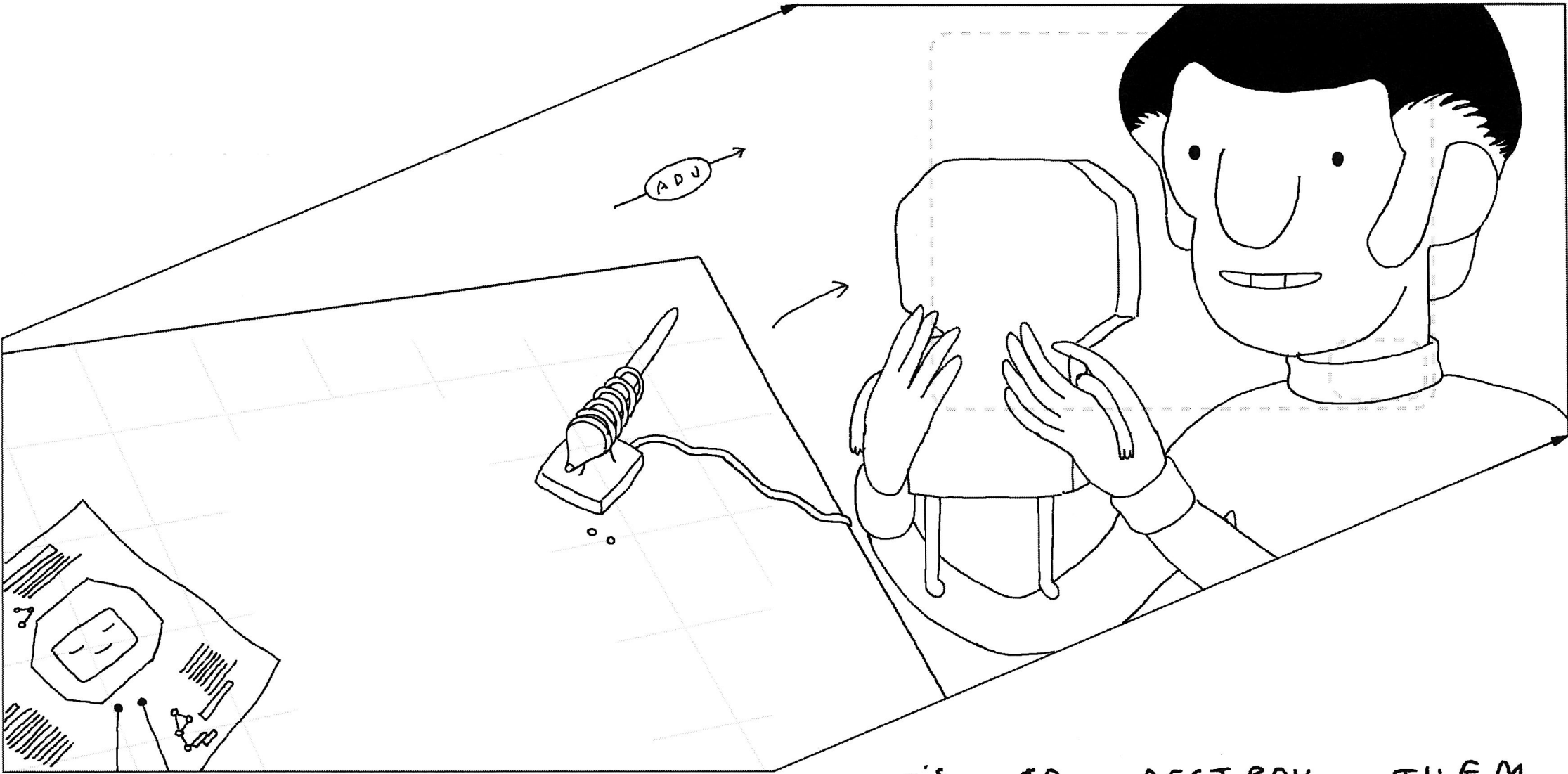


Sc. 152

Pnl. E

Bg.

day night



Ⓐ/ (CONT) MO'S TO DESTROY THEM

EPISODE # 1034-228
Production :

ADVENTURE TIME

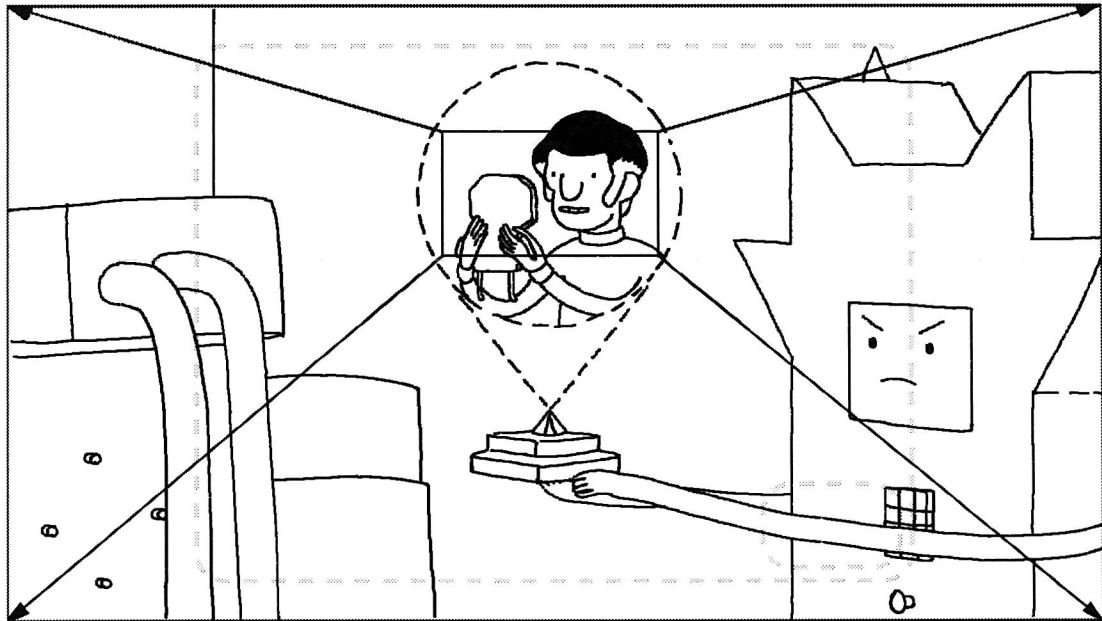


Sc. 153

Pnl. A

Bg.

day night

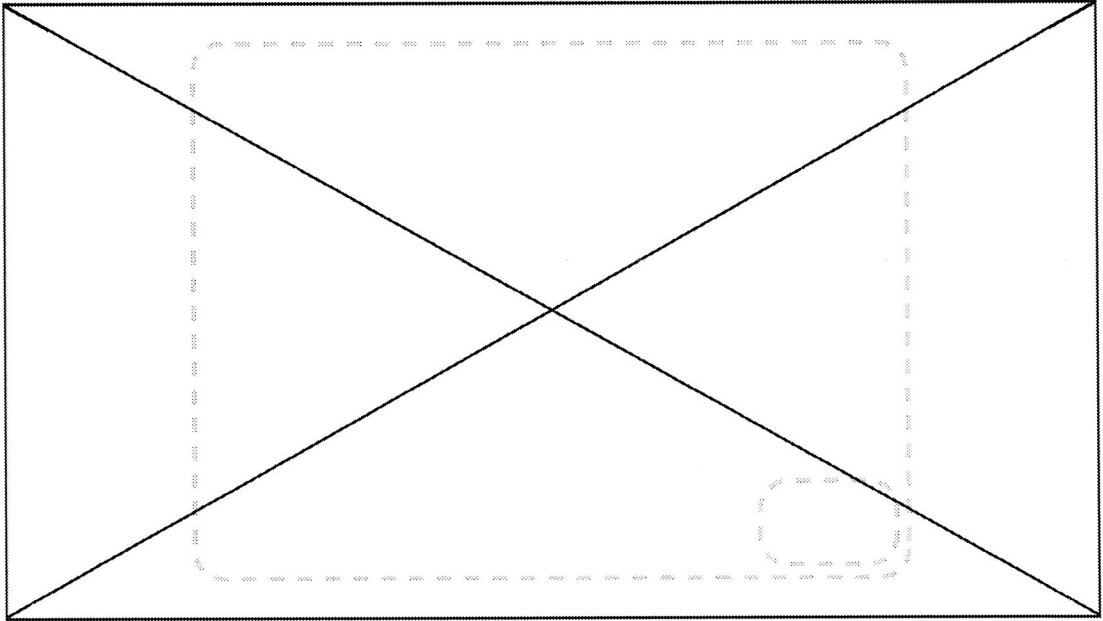


Sc. -

Pnl. -

Bg.

day night



Dialog:

Action:

Timing:

ADVENTURE TIME

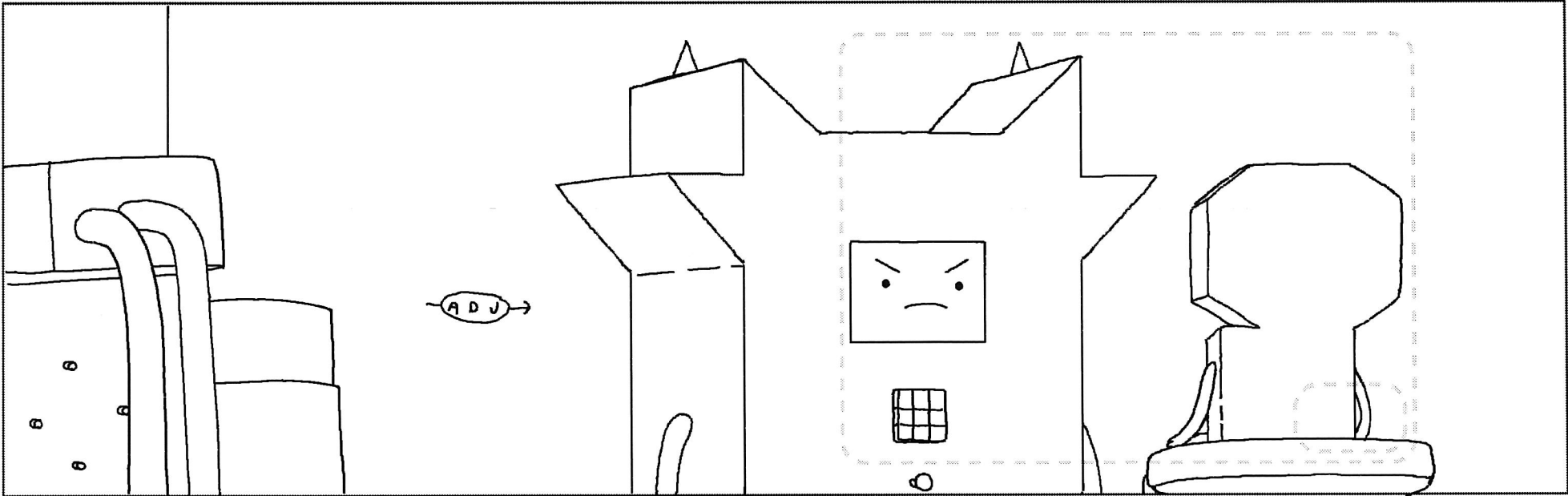


Sc. 153

Pnl. B

Bg.

day night



Dialog:

(A) THEY DIDN'T LOVE ME
EITHER.

Action:

Timing:

EPISODE # 1034-228

Production :

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ADVENTURE TIME

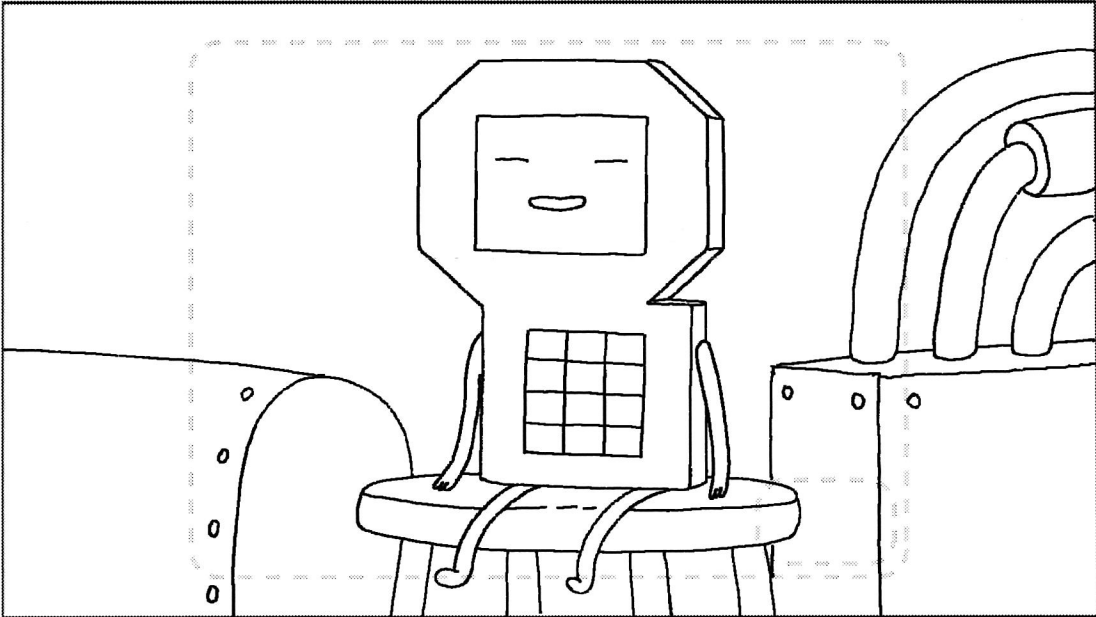


Sc. 154

Pnl. A

Bg.

day night

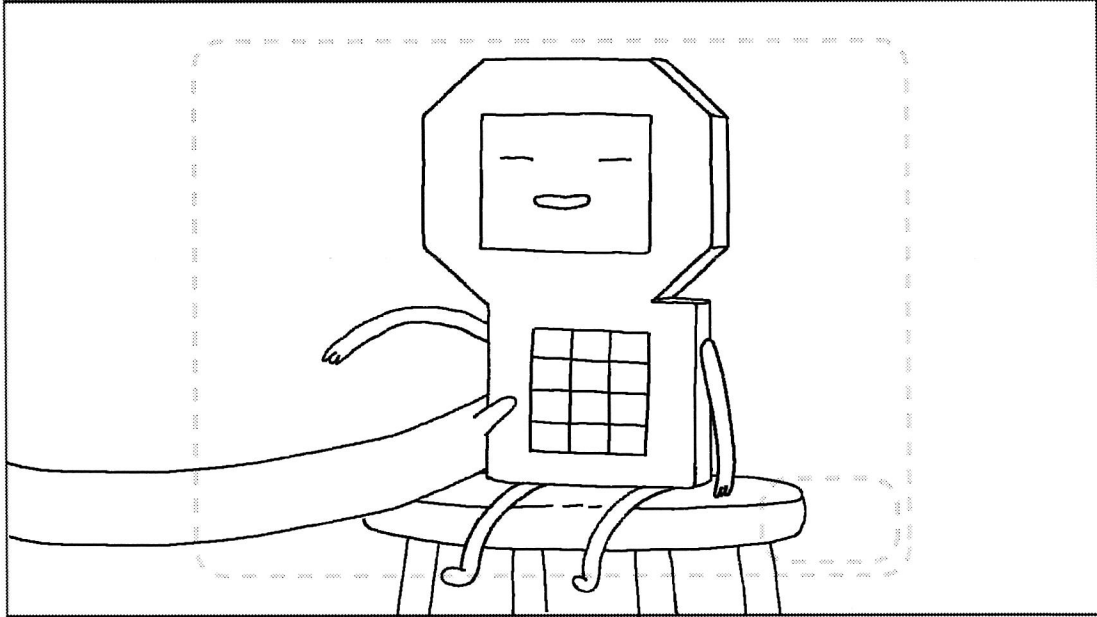


Sc. 154

Pnl. B

Bg.

day night



Dialog:

Q HAH! WHAT'RE YOU DOIN', AMO!

Action:

Timing:

1034-228

EPISODE #

Production :

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ADVENTURE TIME

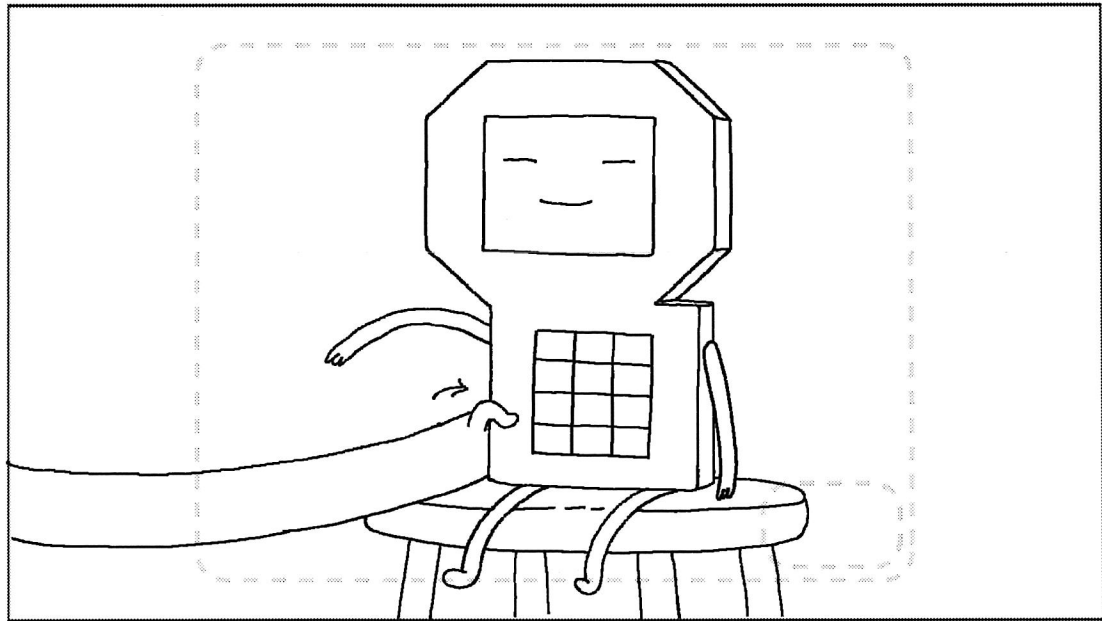


Sc. 154

Pnl. c

Bg.

day night

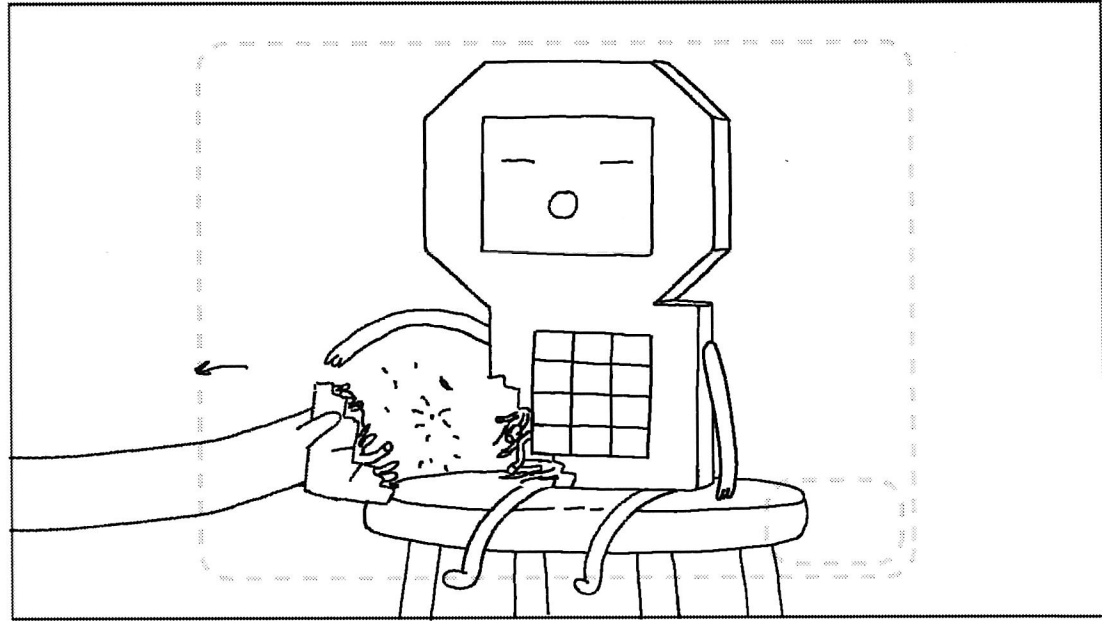


Sc. 154

Pnl. D

Bg.

day night



Dialog:	(SFX) SNAP!
Action:	
Timing:	

EPISODE # 1034-228
Production :

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ADVENTURE TIME

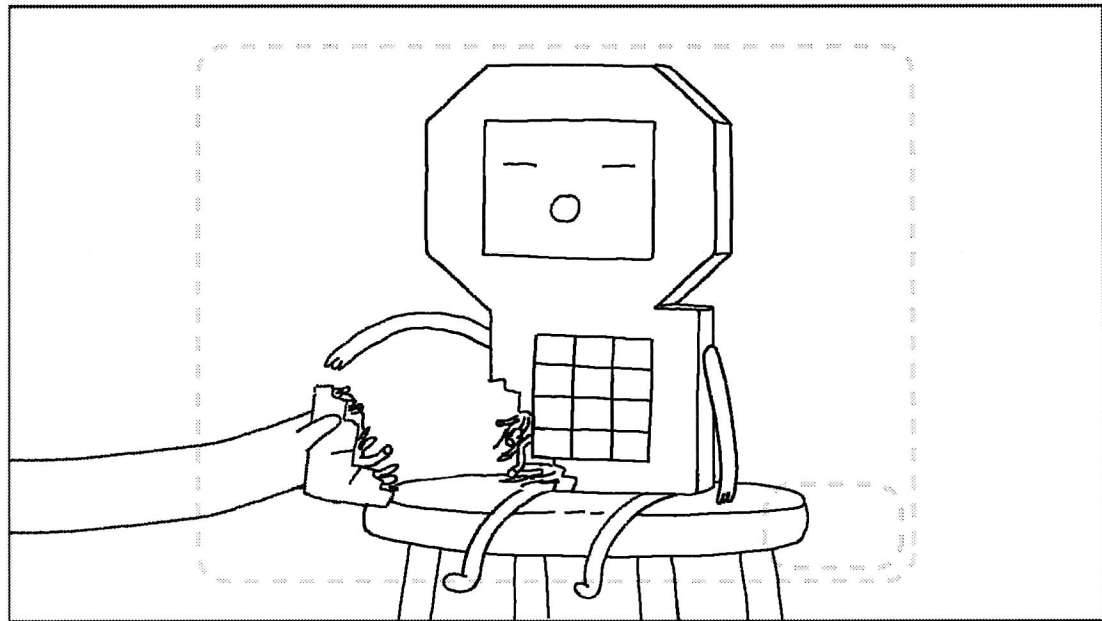


Sc. 154

Pnl. E

Bg.

day night

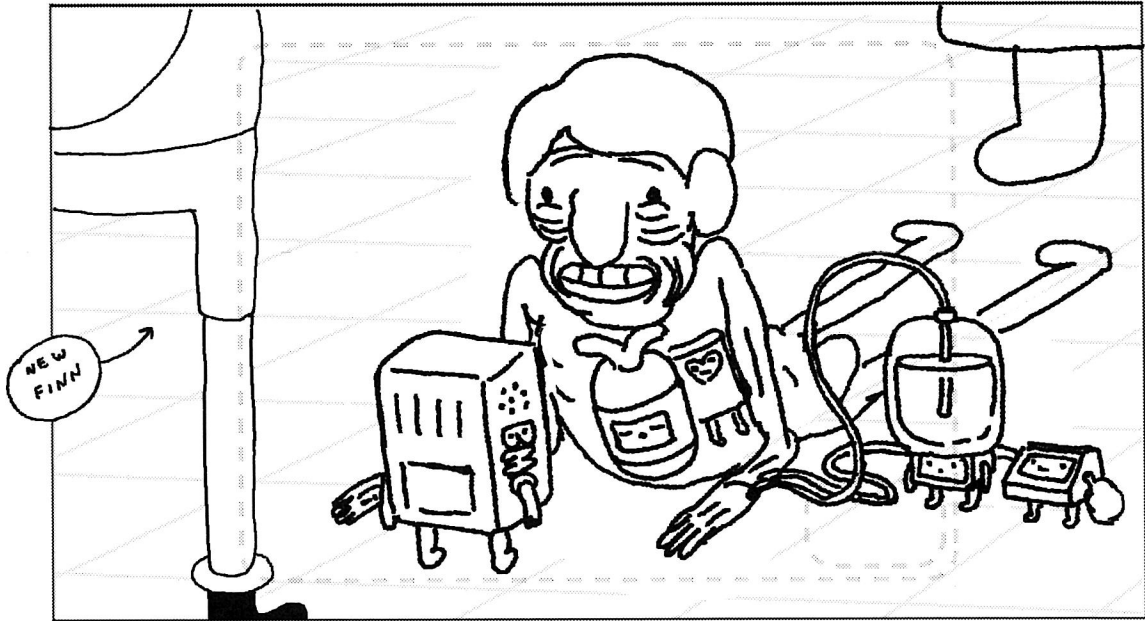


Sc. 155

Pnl. A

Bg.

day night



Dialog:	⓪ <u>NOOOOO</u> ,	Ⓐ THEN I LEARNED ABOUT YOU AND YOUR NEW
Action:		
Timing:		(FROM "BE MORE")

1034-228

EPISODE #

Production :

ADVENTURE TIME



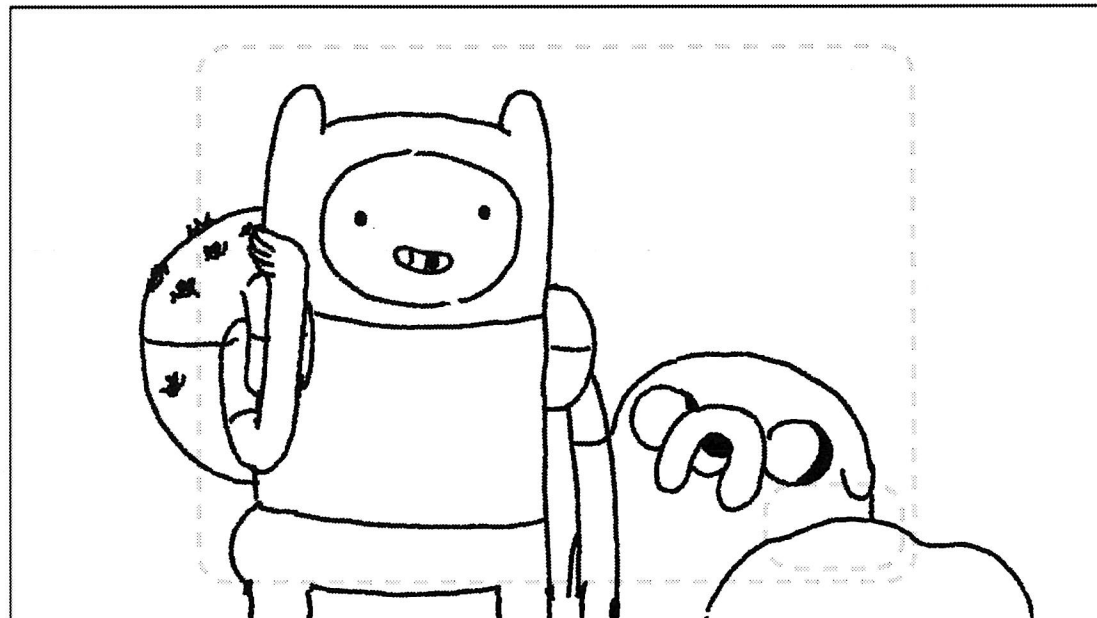
Page 194

Sc. 156

Pnl. A

Bg.

day night

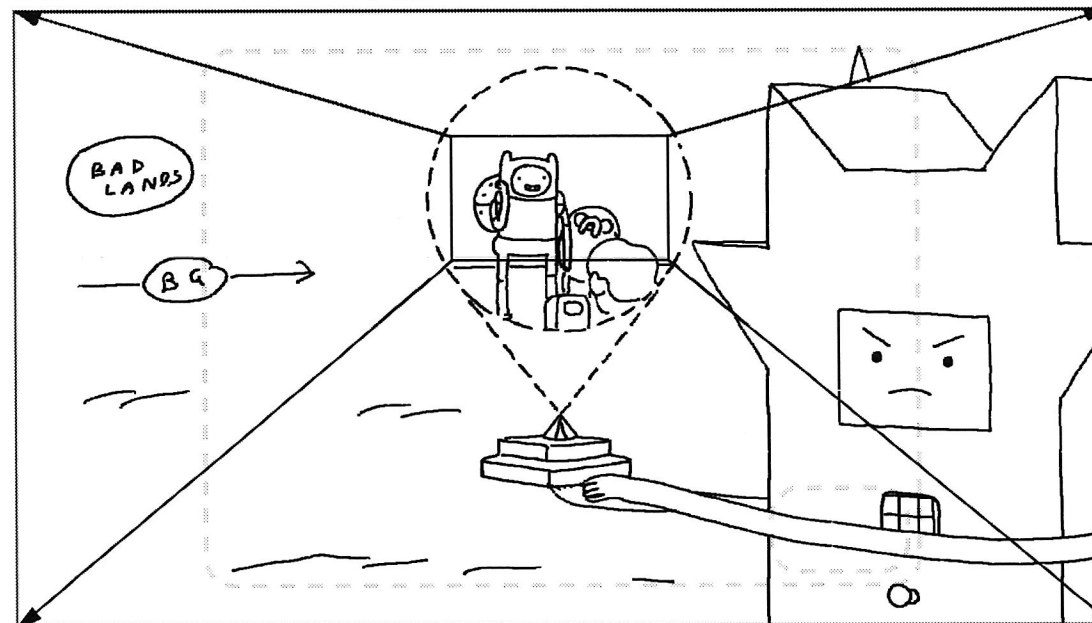


Sc. 157

Pnl. A

Bg.

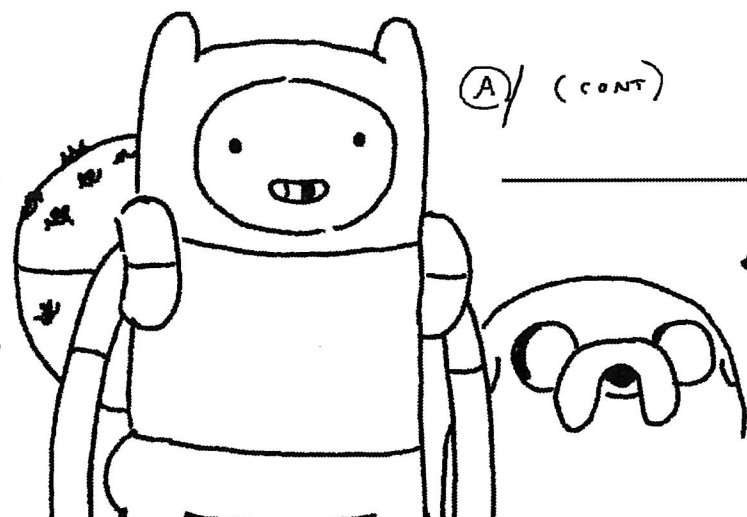
day night



Dialog:

Action:

Timing:



(A) (CONT)

FAMILY.

(A)

I WANTED A -

← START POS.

WALKING

1034-228

EPISODE #

Production :

ADVENTURE TIME



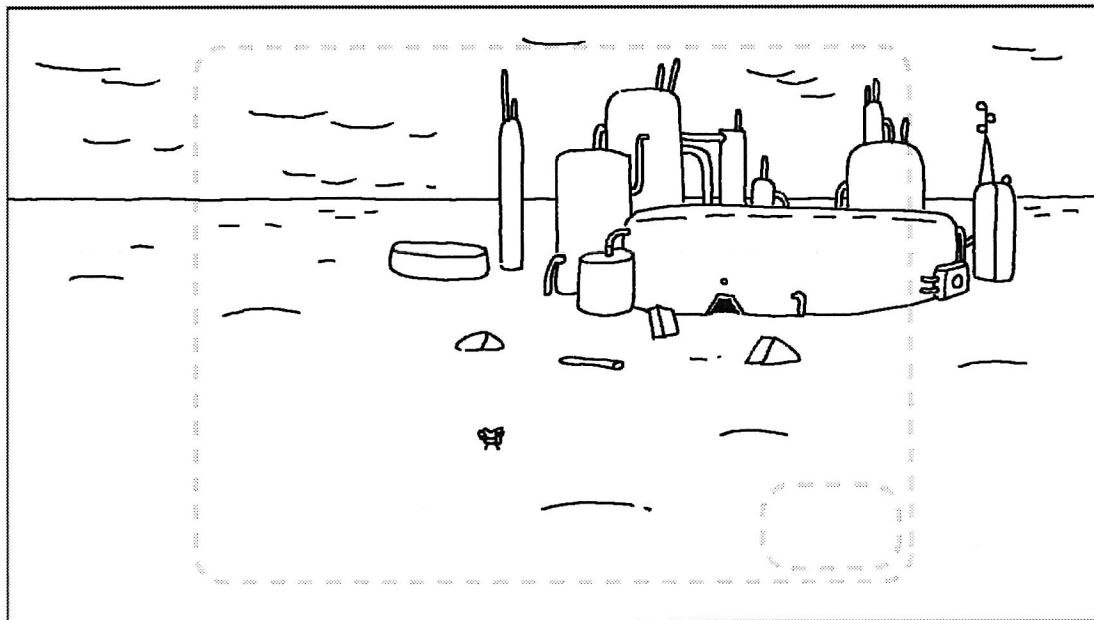
Page 195

Sc. 158

Pnl. A

Bg.

day night

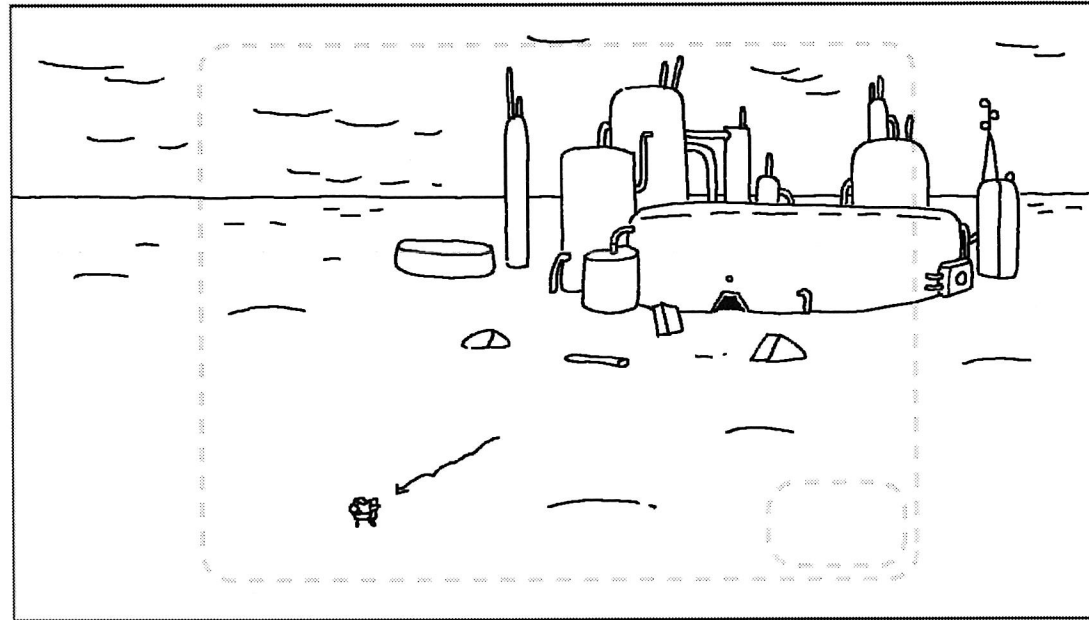


Sc. 158

Pnl. B

Bg.

day night



Dialog:

A (CONT) TASTE OF THAT MELON.

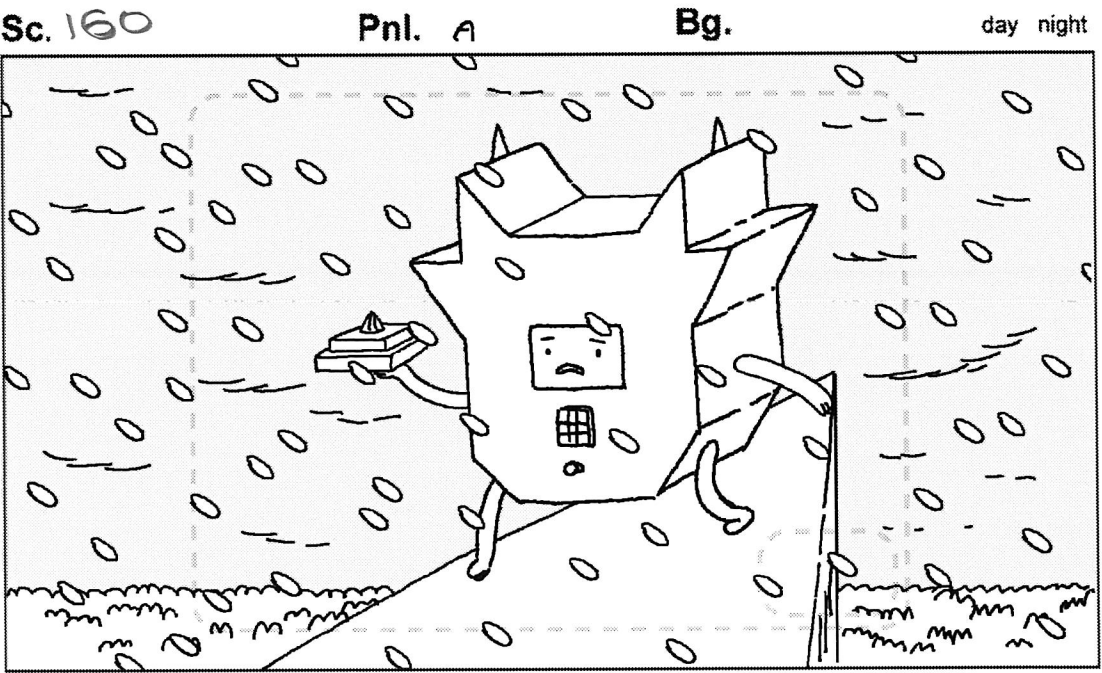
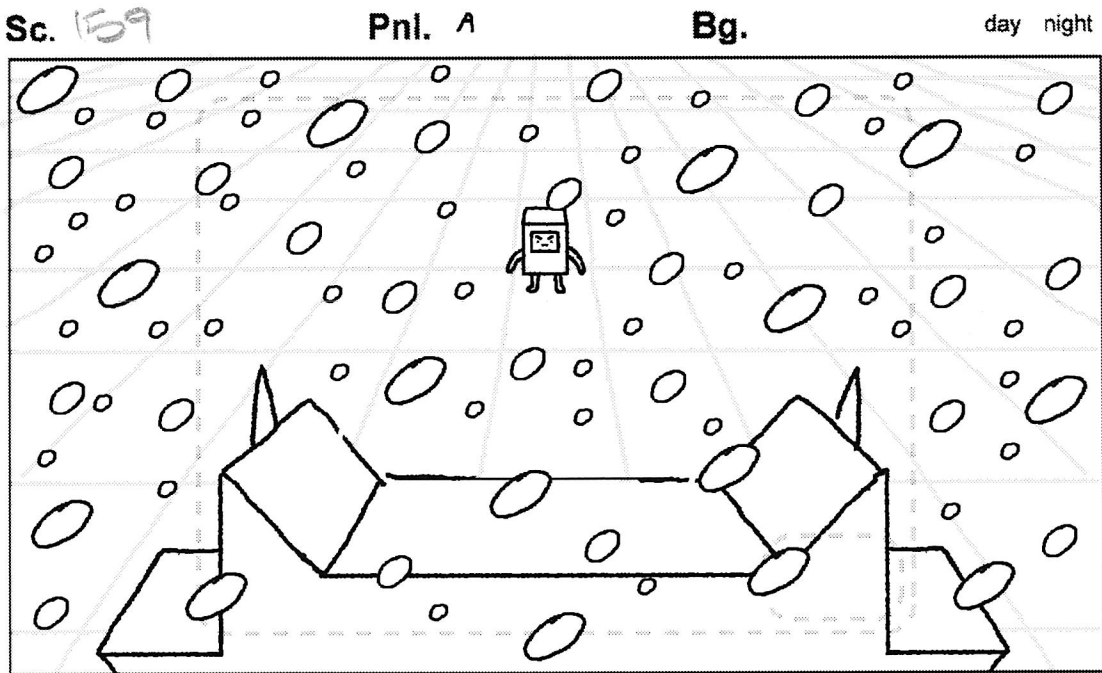
Action:

Timing:

EPISODE # 1034-228

Production :

ADVENTURE TIME



Dialog:	WIND WHISTLING .	Ⓐ/ PEOPLE IN MY LIFE DON'T LOVE ME ,
Action:		
Timing:		

1034-228

EPISODE #

Production :

ADVENTURE TIME

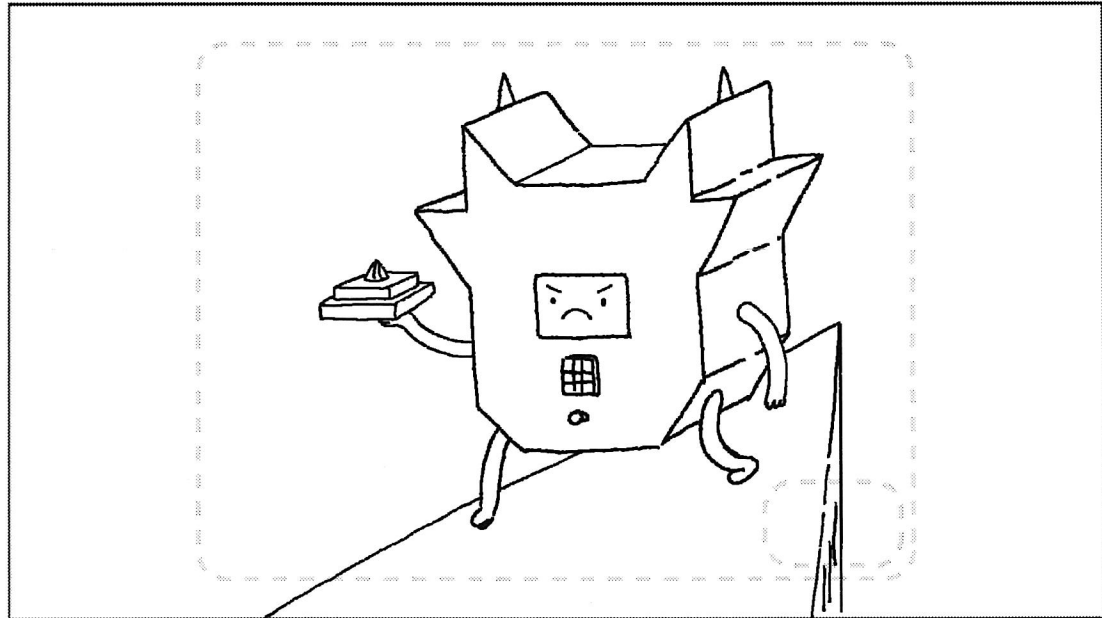


Sc. 160

Pnl. B

Bg.

day night

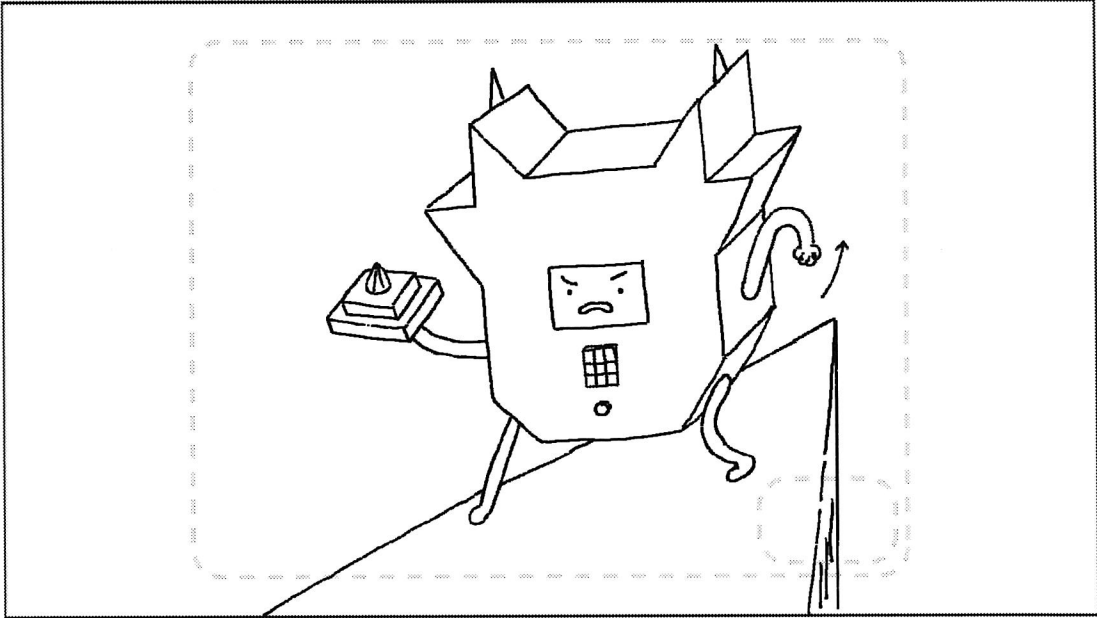


Sc. 160

Pnl. C

Bg.

day night

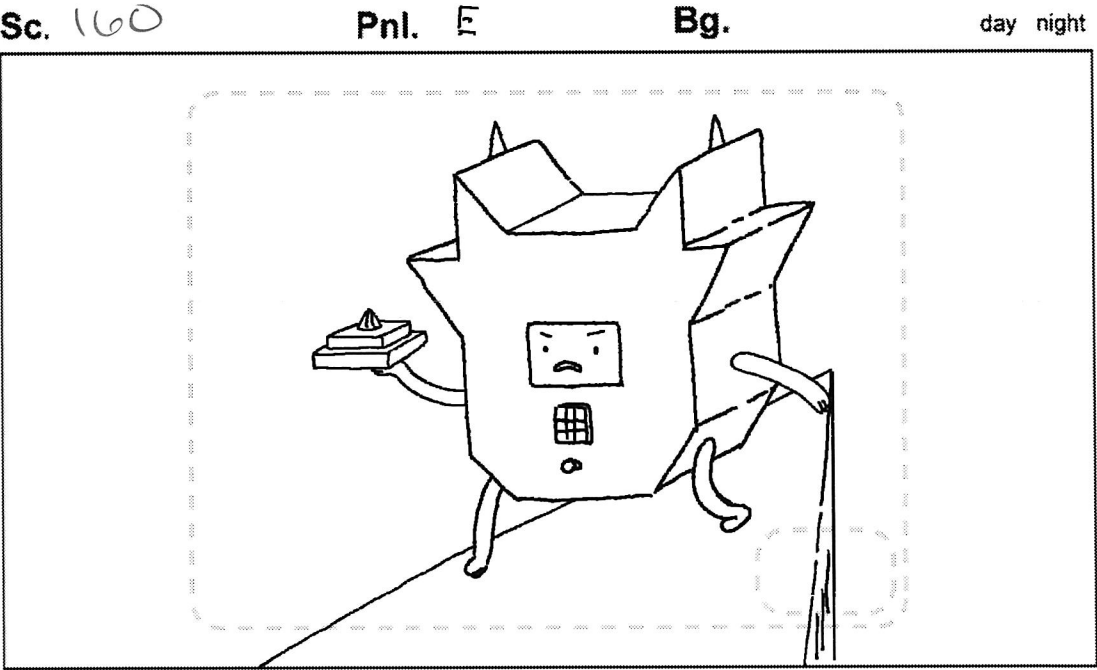
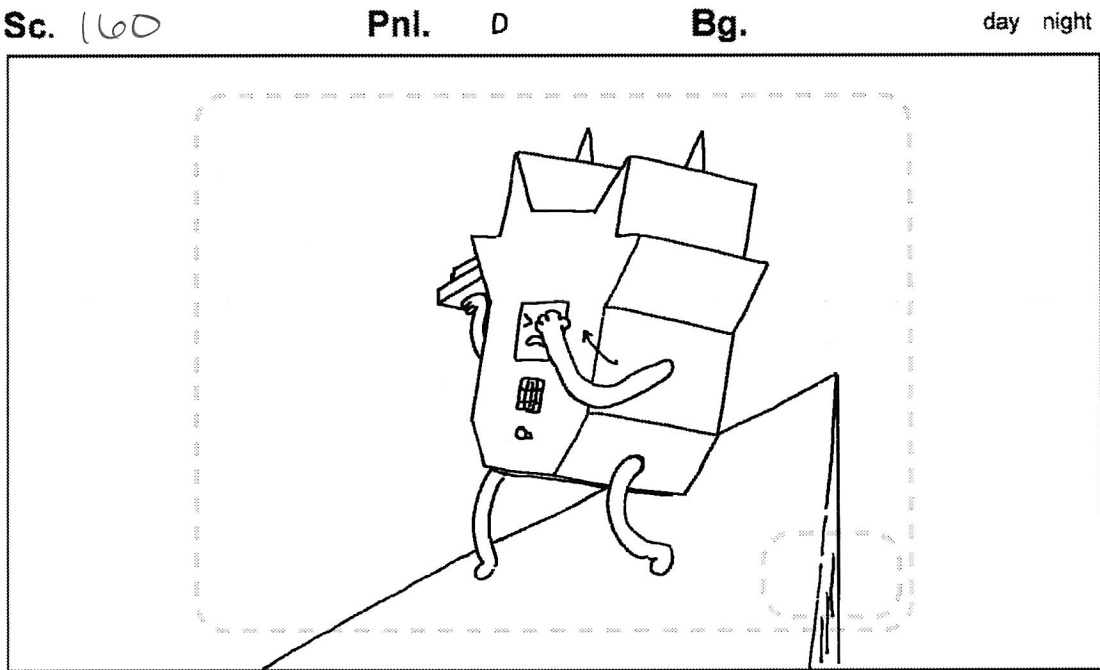


Dialog:
①/ I'll -
Action:
Timing:

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Production :

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ADVENTURE TIME



Dialog:	<p>Ⓐ/(CONT) - OBLITERATE YA'LL.</p> <p>Ⓐ IF I GET RID OF EVERYONE EVERYWHERE EXCEPT</p>
Action:	<p>FOR ONE FAMILY , -</p>
Timing:	

EPISODE # 1034-228
Production :

ADVENTURE TIME

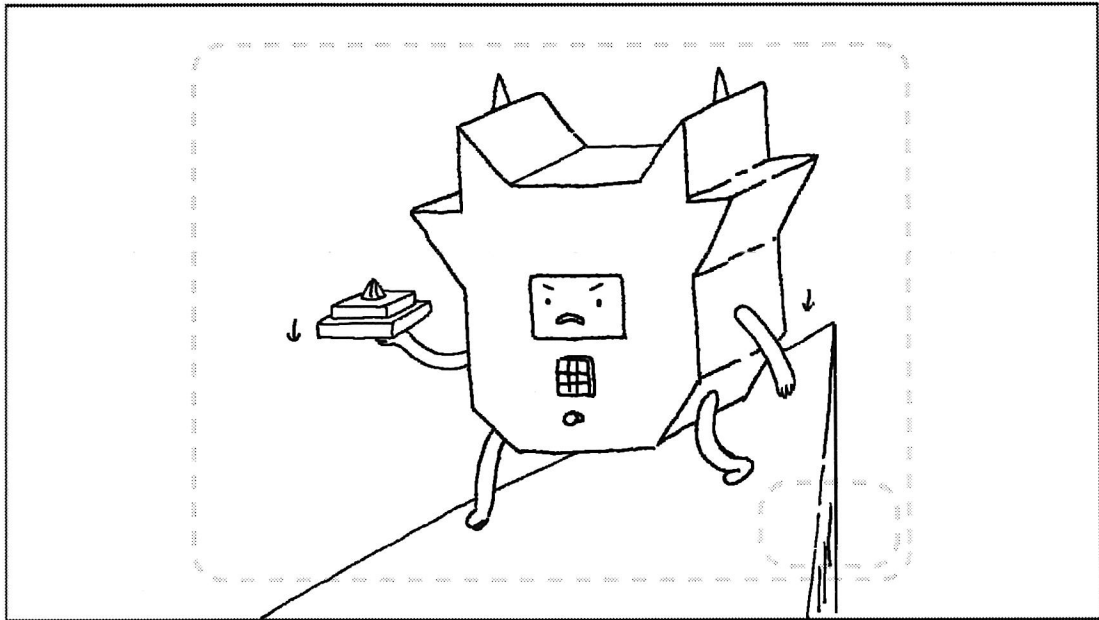


Sc. 100

Pnl. F

Bg.

day night

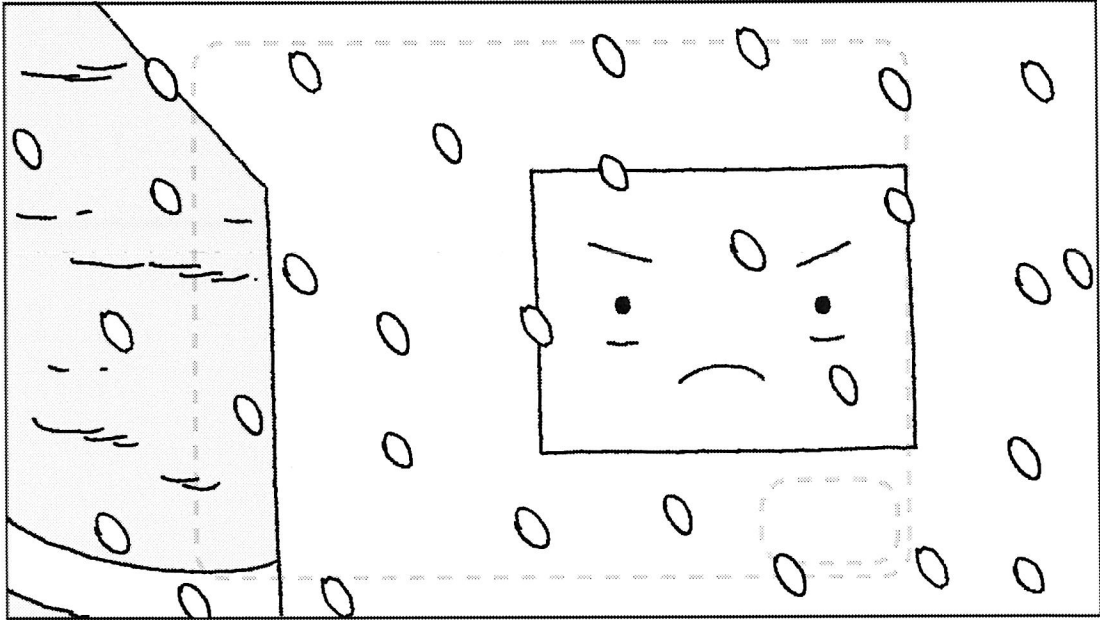


Sc. 101

Pnl. A

Bg.

day night



Dialog:

(A) (CONT) THEN THAT FAMILY'S
GOING TO LOVE ME .

Action:

Timing:

EPISODE #

1034-228

Production :

ADVENTURE TIME

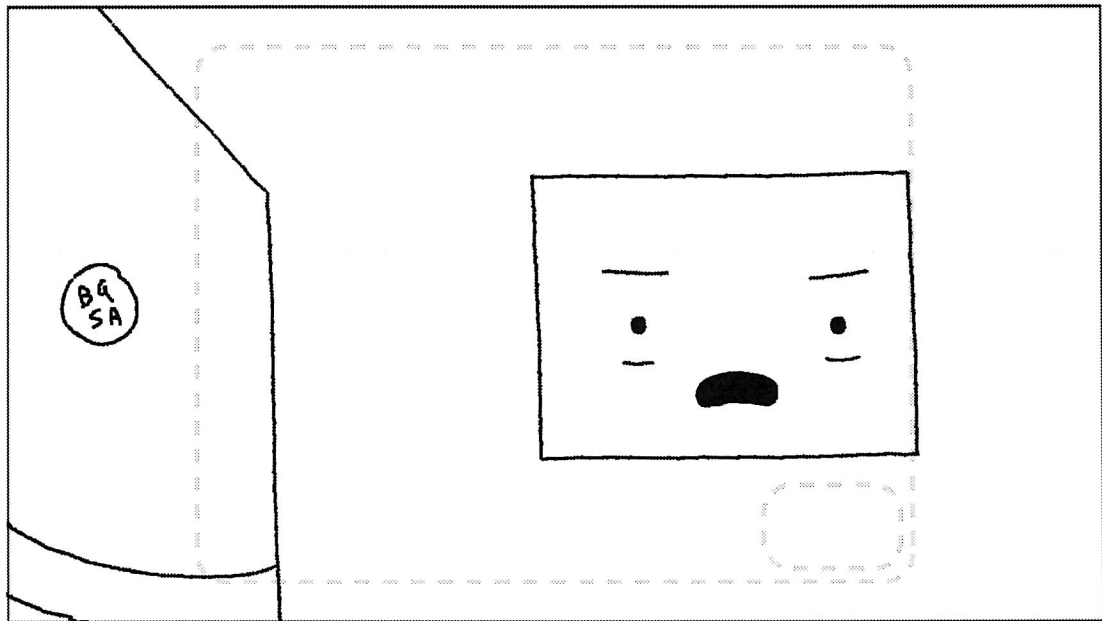


Sc. 101

Pnl. B

Bg.

day night

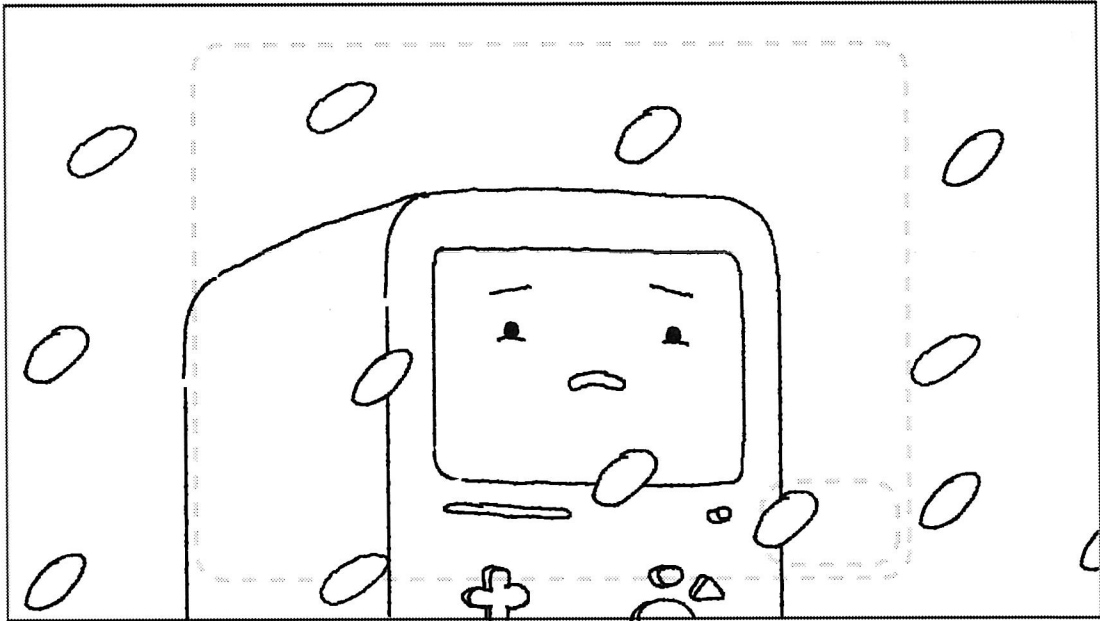


Sc. 102

Pnl. A

Bg.

day night



Dialog:

A/ YEAH, THAT'S WHAT I'VE
BEEN THINKING ABOUT LATELY.

BMO/ GIVE ME THOSE MEMORIES.
YOU WON'T

Action:

DO ANYTHING MORE!'

Timing:

1034-228

EPISODE #

Production :

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ADVENTURE TIME



Sc. 102

Pnl. 8

Bg.

day night

Sc. 103

Pnl. A

Bg.

day night

Dialog:
Action:
Timing:

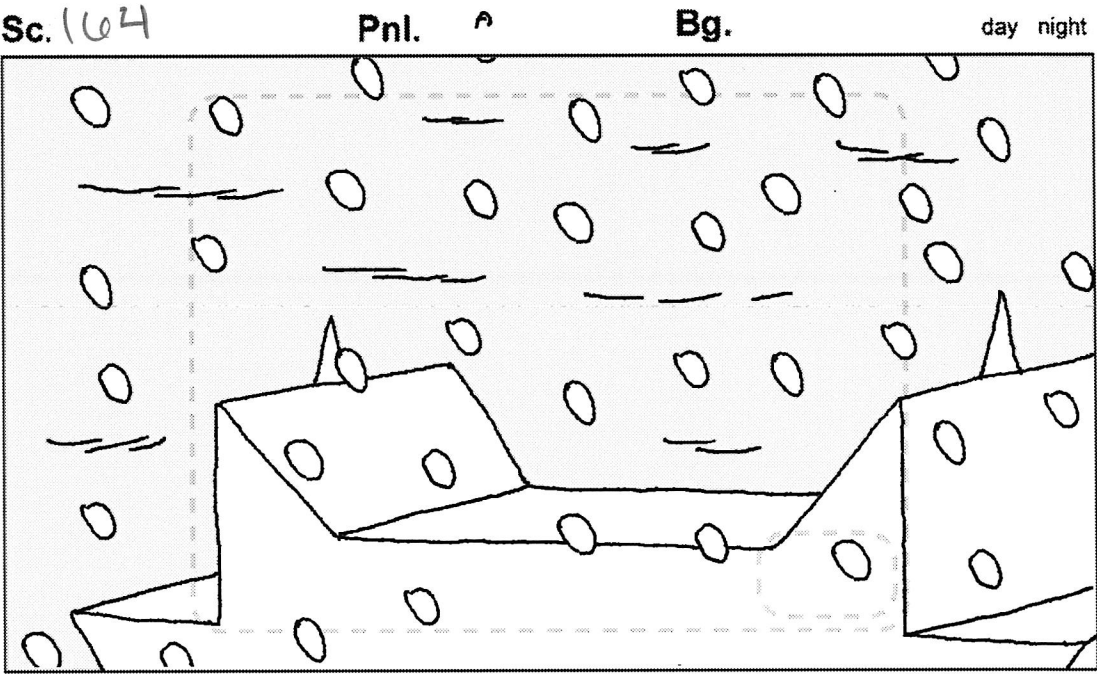
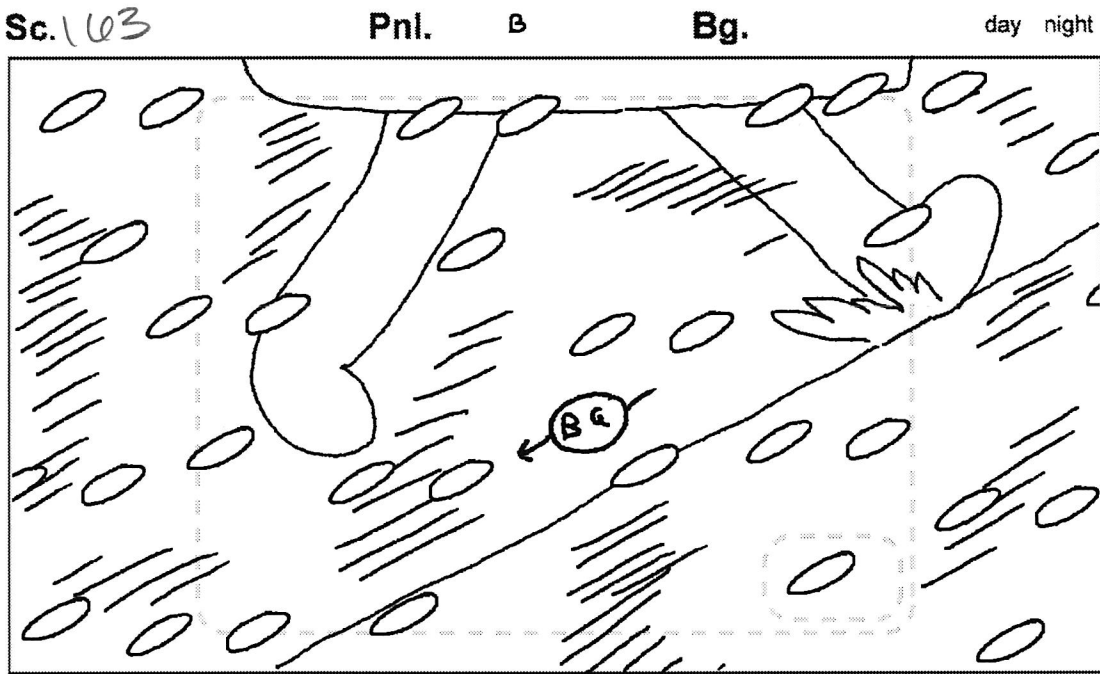
APOSE

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ADVENTURE TIME

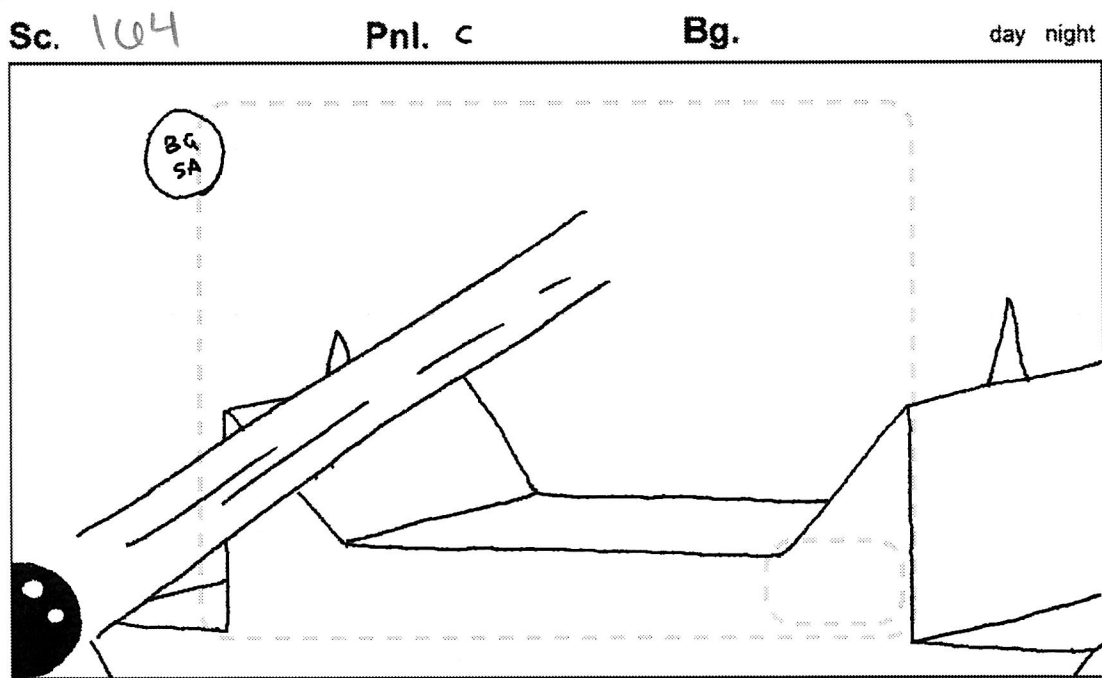
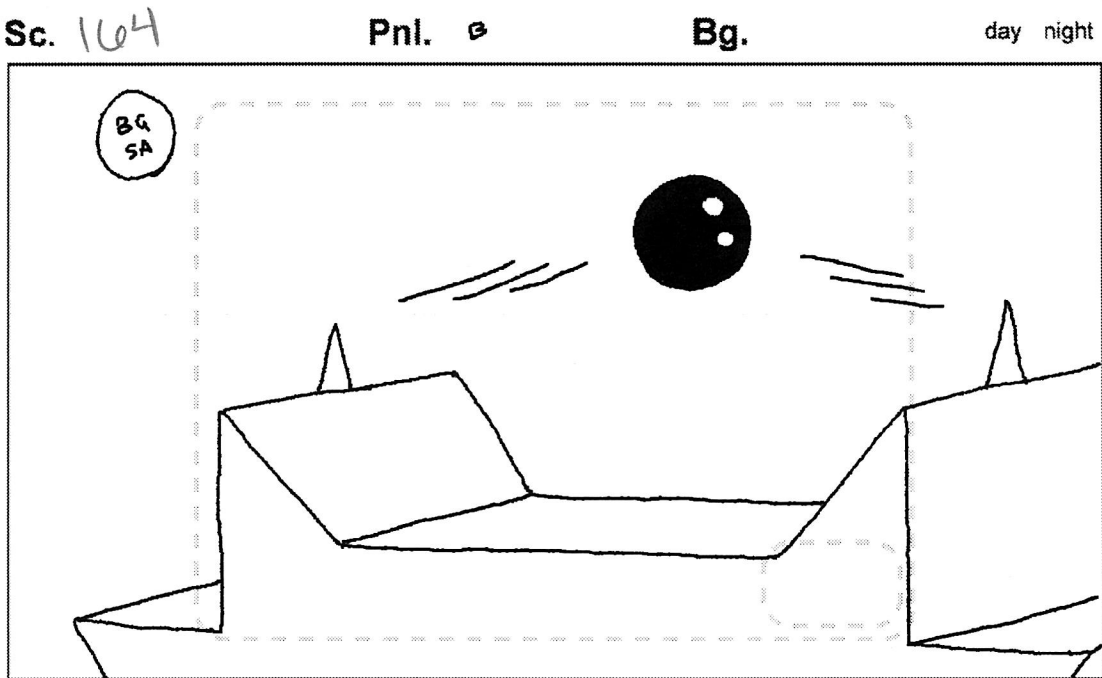


Dialog:
Action: B pose
Timing:

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Production :

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ADVENTURE TIME



Dialog:
<p>(SFX) / 2 O P! /</p> <p>(SFX) / PSHOW! /</p>
Action:
Timing:

EPISODE # 1034-228

Production :

ADVENTURE TIME



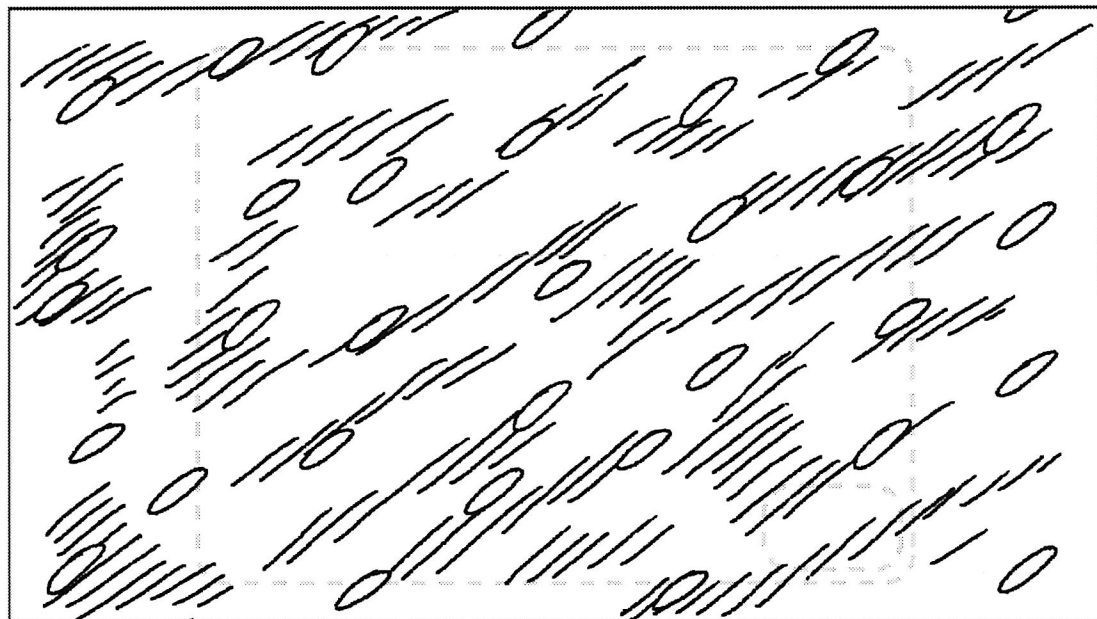
Page 204

Sc. 164

Pnl. D

Bg.

day night

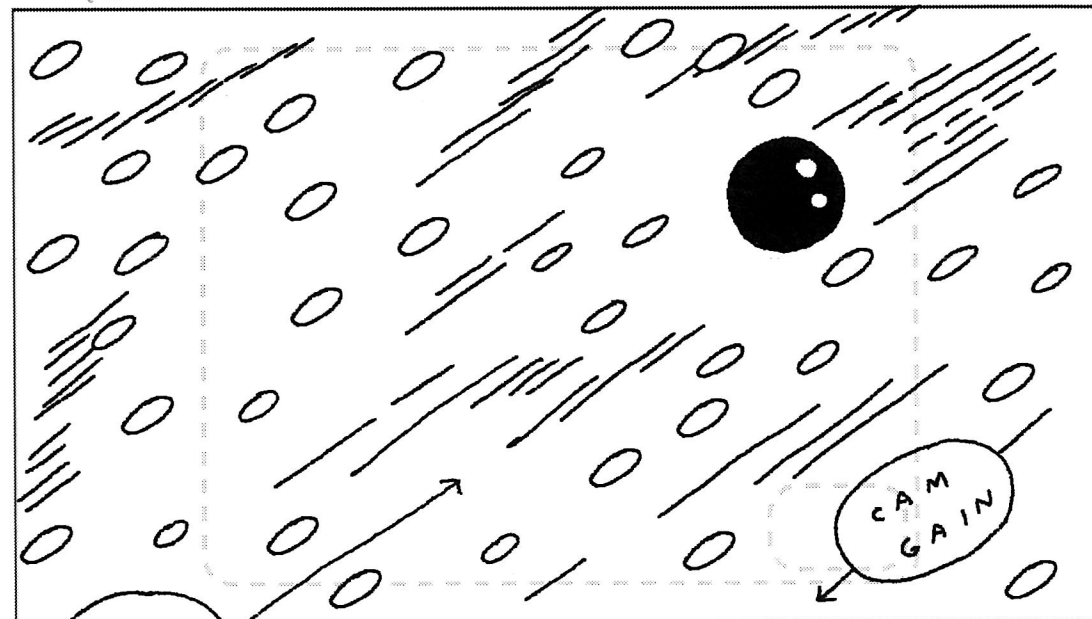


Sc. 164

Pnl. E

Bg.

day night



SNOW
FLYING
THIS
WAY

Dialog:

Action:

CAM ZOOMS TO
CATCH UP TO THE BALL.

Timing:

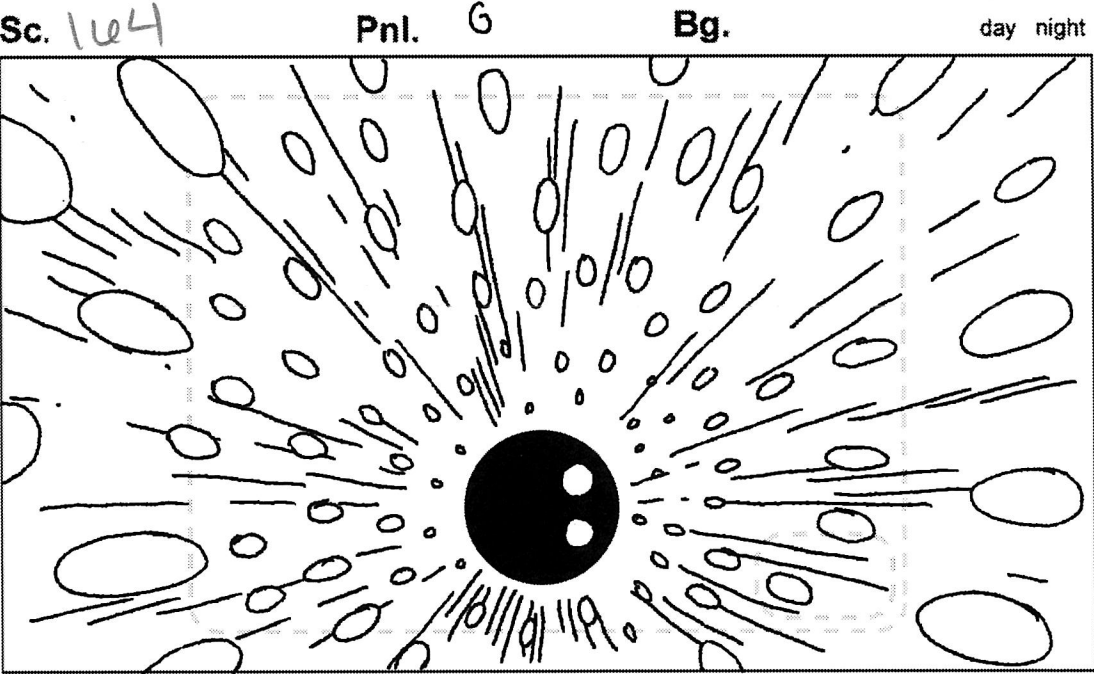
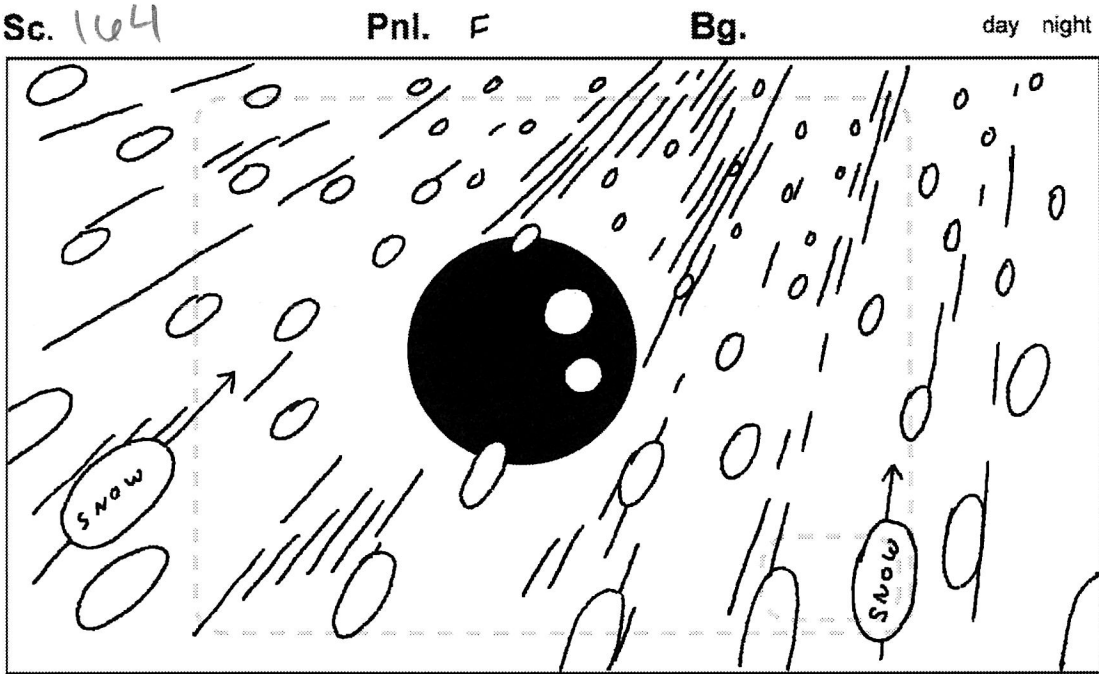
1034-228

EPISODE #

Production :

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ADVENTURE TIME



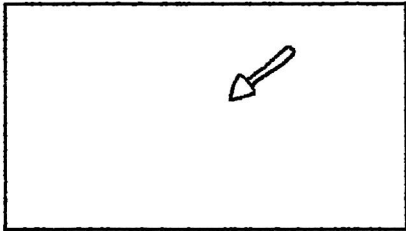
Dialog:	
Action:	LIKE DRIVING IN THE SNOW
Timing:	AT NIGHT

EPISODE # 1034-228
Production :

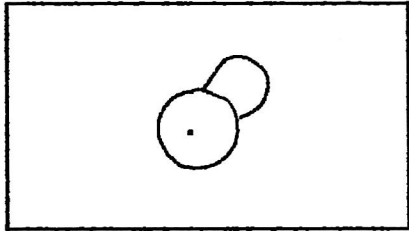
ADVENTURE TIME



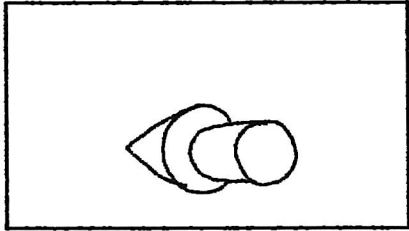
PANEL E



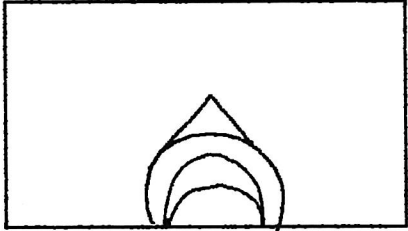
PANEL F



-



PANEL G



BALL MOVEMENT / DIRECTION REF.

Production :

EPISODE #

1034-228

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ADVENTURE TIME

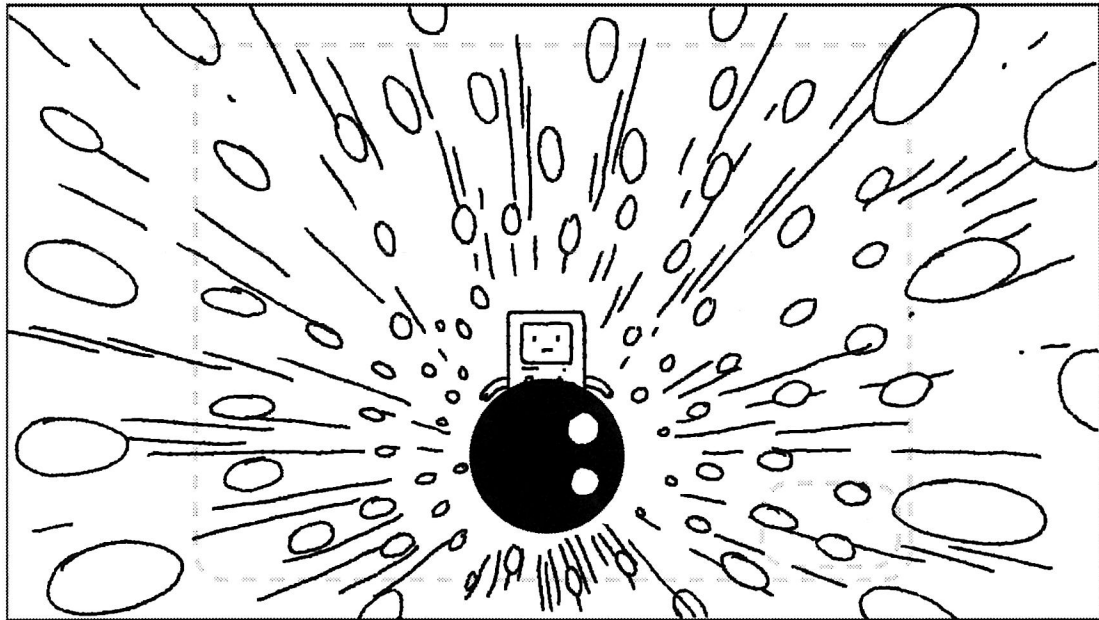


Sc. 164

Pnl. H

Bg.

day night

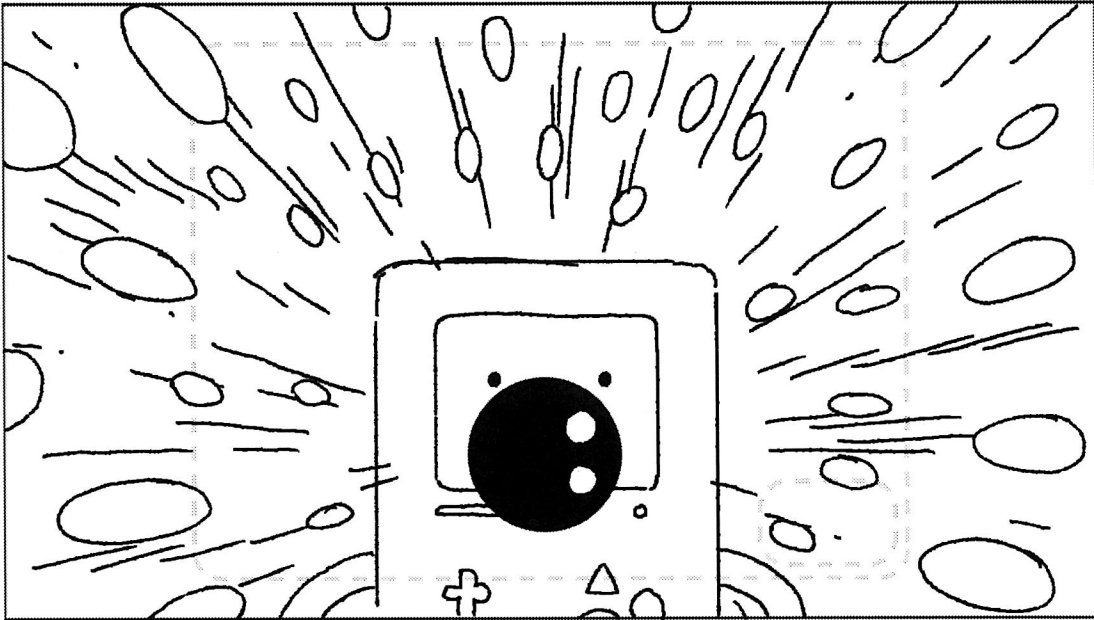


Sc. 164

Pnl. I

Bg.

day night



Dialog:
Action:
Timing:

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ADVENTURE TIME



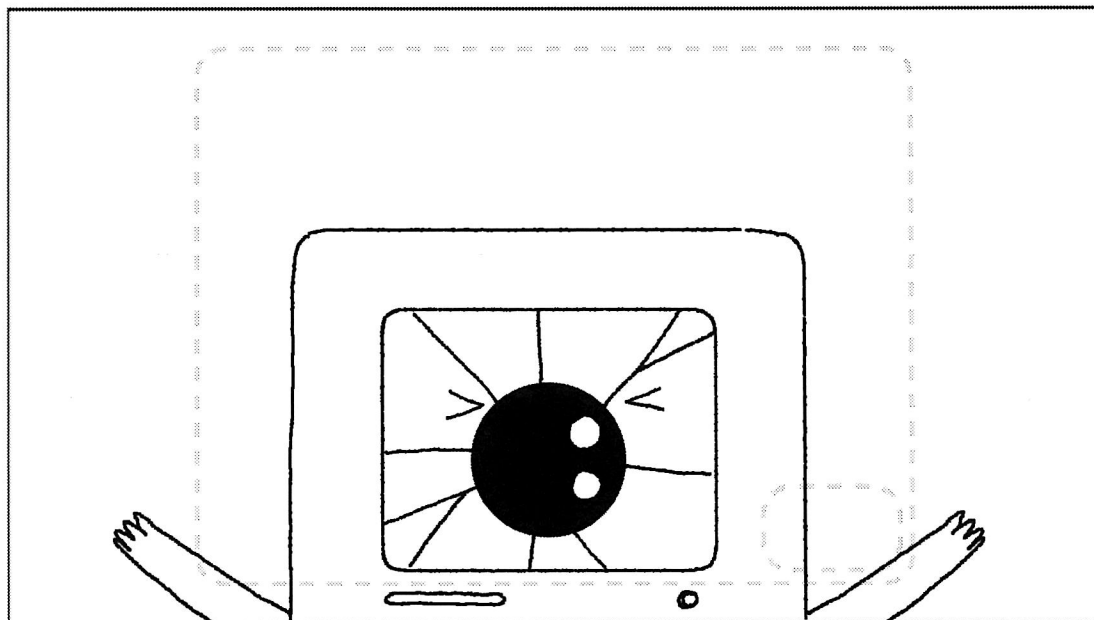
Page 208

Sc. 164

Pnl. J

Bg.

day night

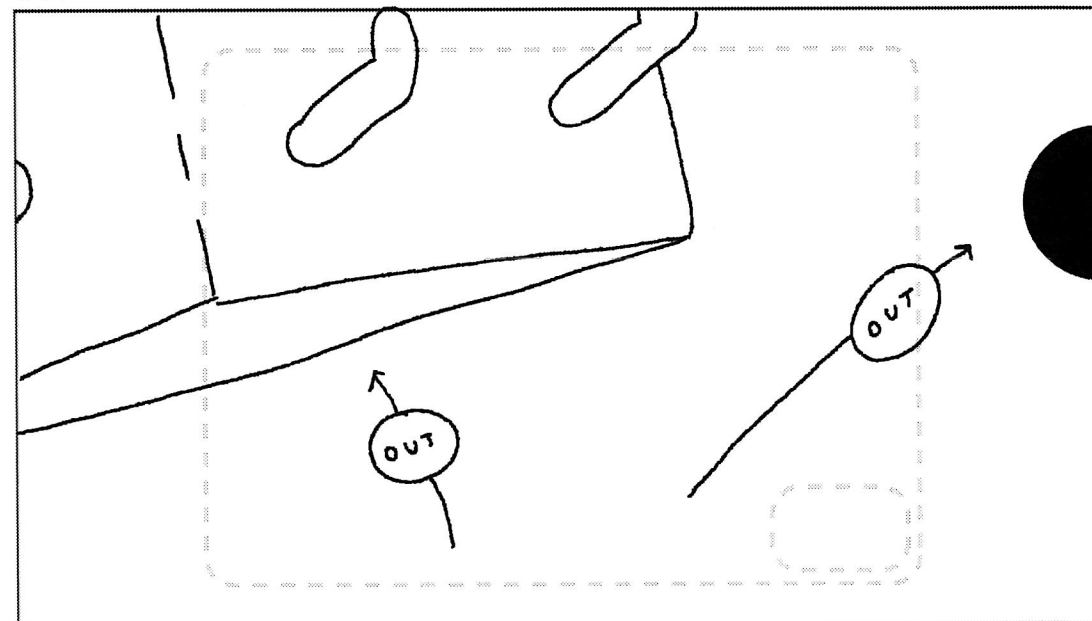


Sc. 164

Pnl. K

Bg.

day night



Dialog:

(SFX)

CRAAA

Action:

Timing:

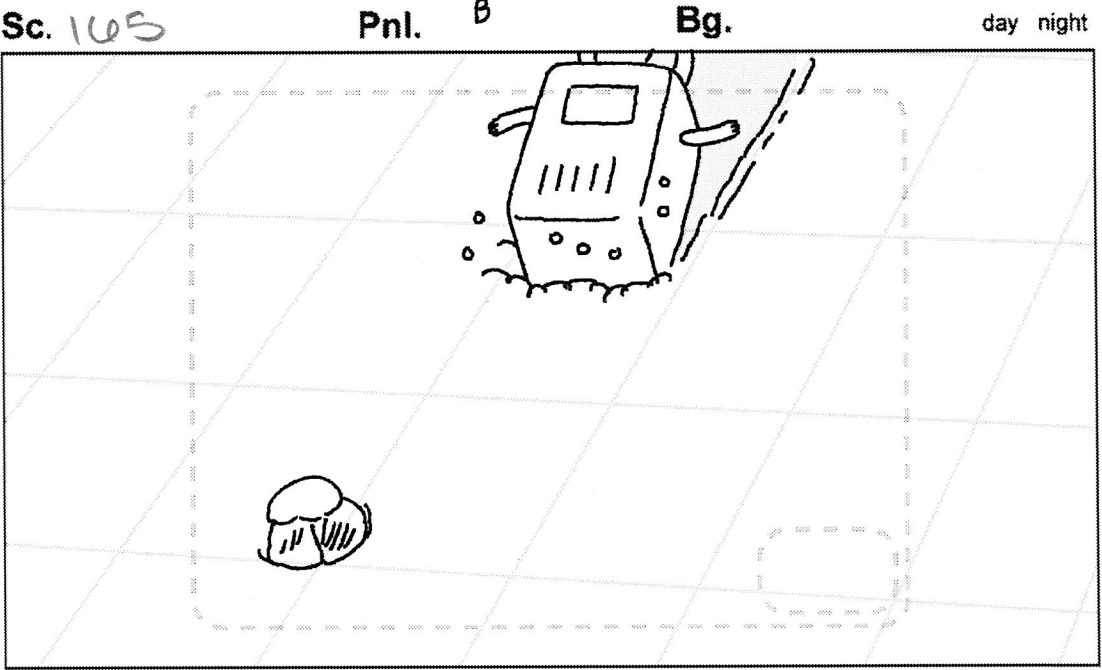
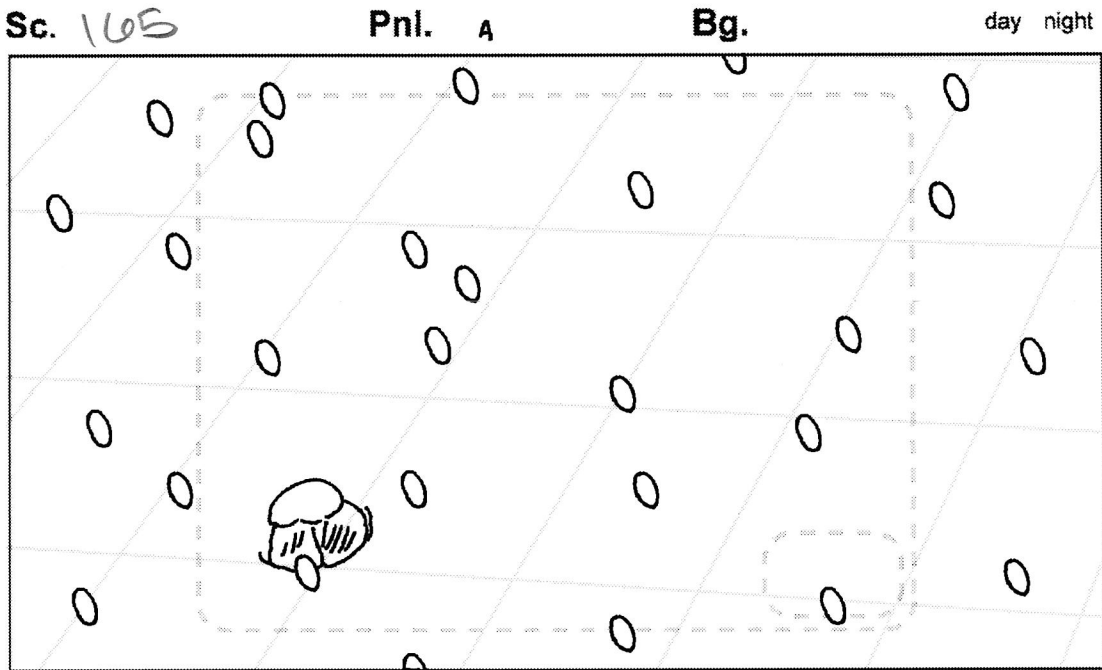
EPISODE #

Production :

1034-228

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ADVENTURE TIME



Dialog:
Action:
Timing:

SLIDES IN.

1034-228
EPISODE #
Production :

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ADVENTURE TIME



Sc. 165

Pnl. c

Bg.

day night

Sc. 166

Pnl. A

Bg.

day night

Dialog:
<div>SFX</div> CRUNCH!
Action:
Timing:

EPISODE # 1034-228

Production :

ADVENTURE TIME

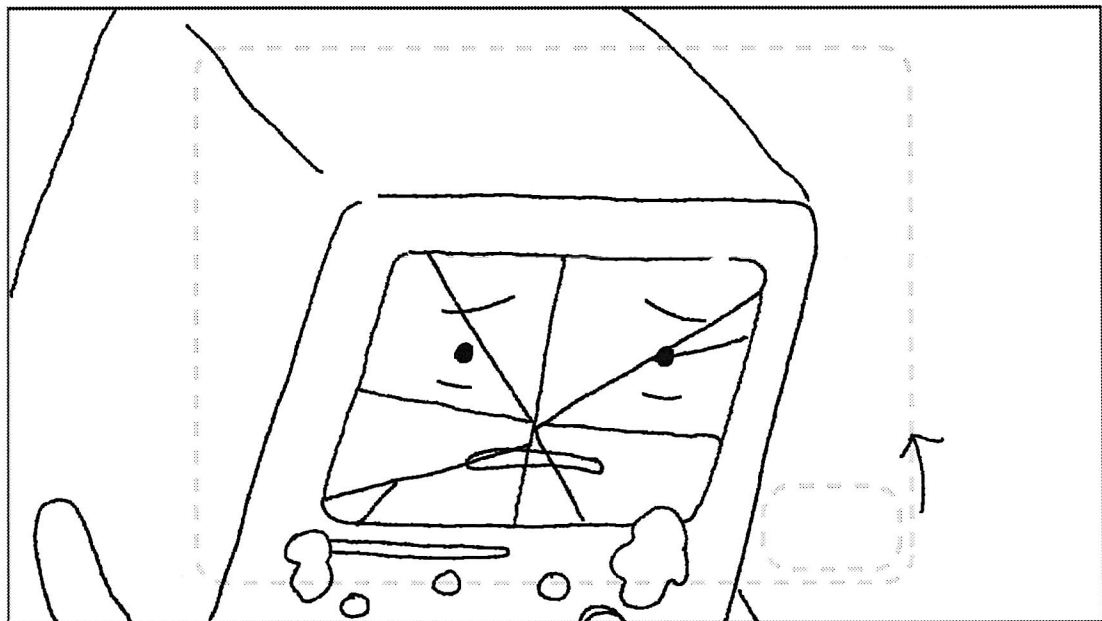


Sc. 166

Pnl. B

Bg.

day night

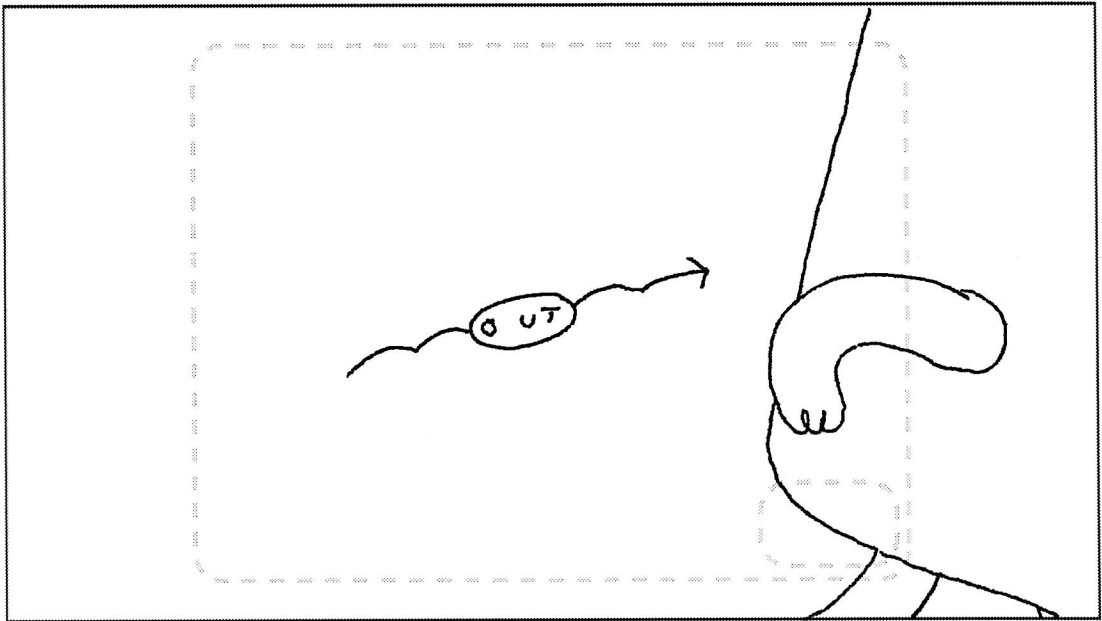


Sc. 166

Pnl. C

Bg.

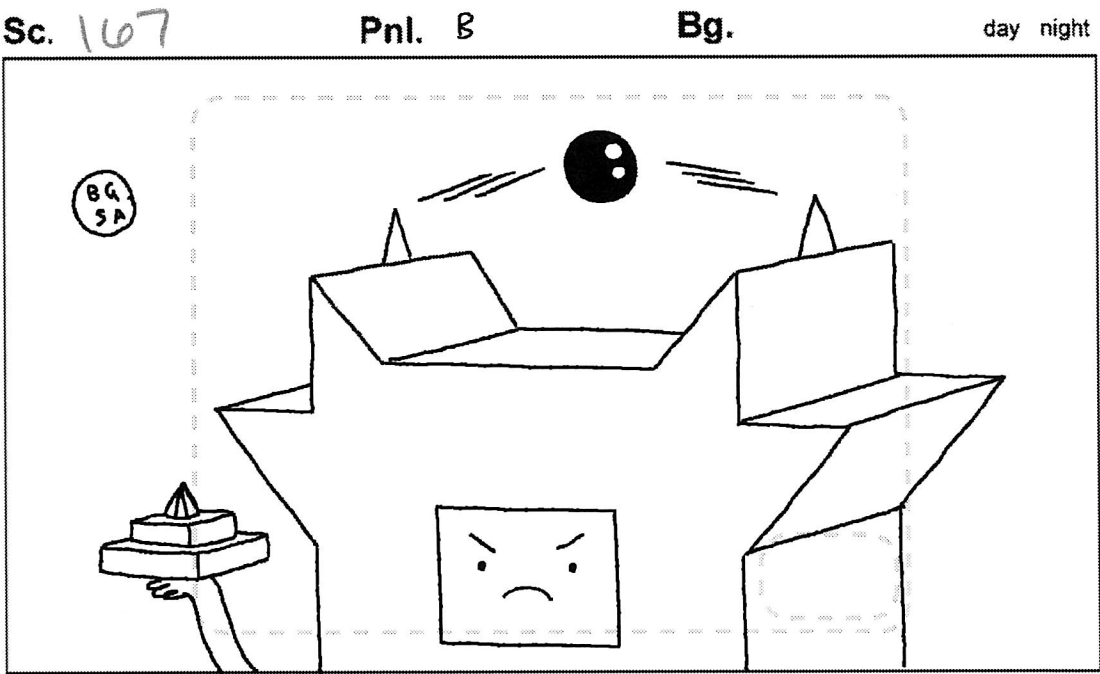
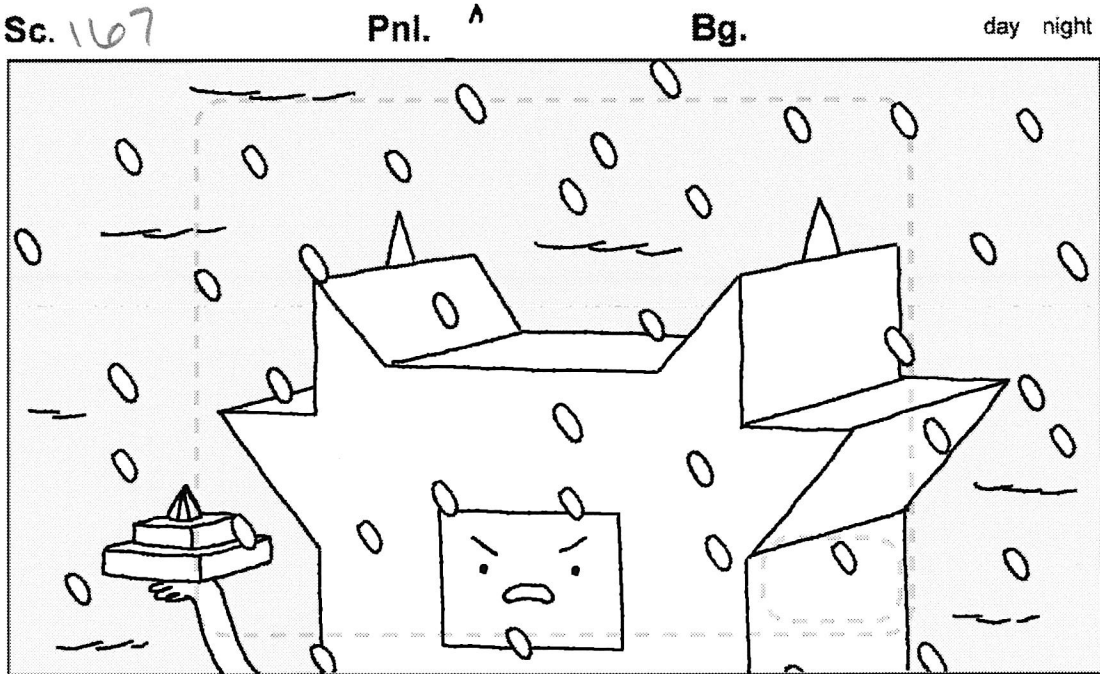
day night



Dialog:
(B) N G H !
Action:
Timing:

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ADVENTURE TIME



Dialog:

A BMO I NEED TO
START OVER, I

SFX / Z O P!

Action:

DON'T WANT TO
LOOK AT YOU.

Timing:

EPISODE # 1034-228

Production :

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ADVENTURE TIME

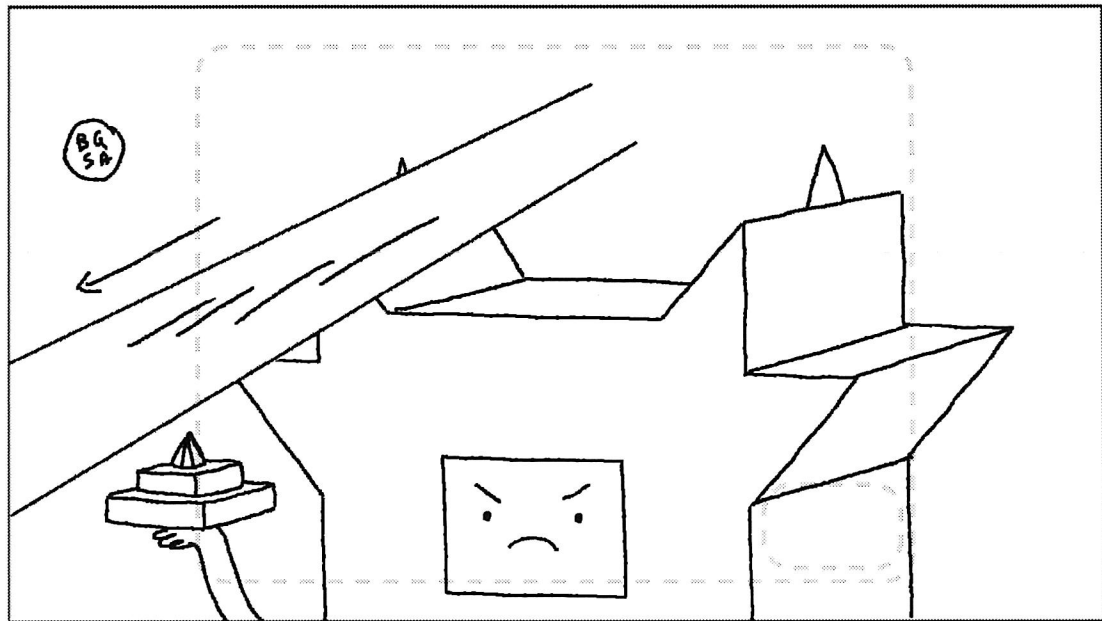


Sc. 167

Pnl. c

Bg.

day night

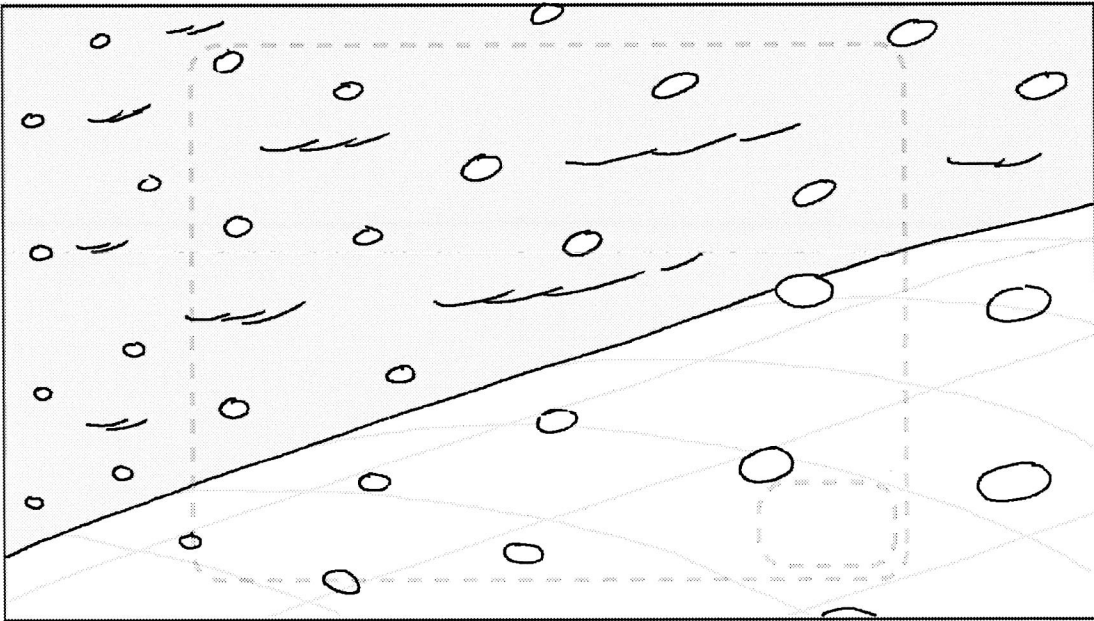


Sc. 168

Pnl. A

Bg.

day night



Dialog:
(SFX) / PSHOW! /
Action:
Timing:

1034-228

EPISODE #

Production :

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ADVENTURE TIME

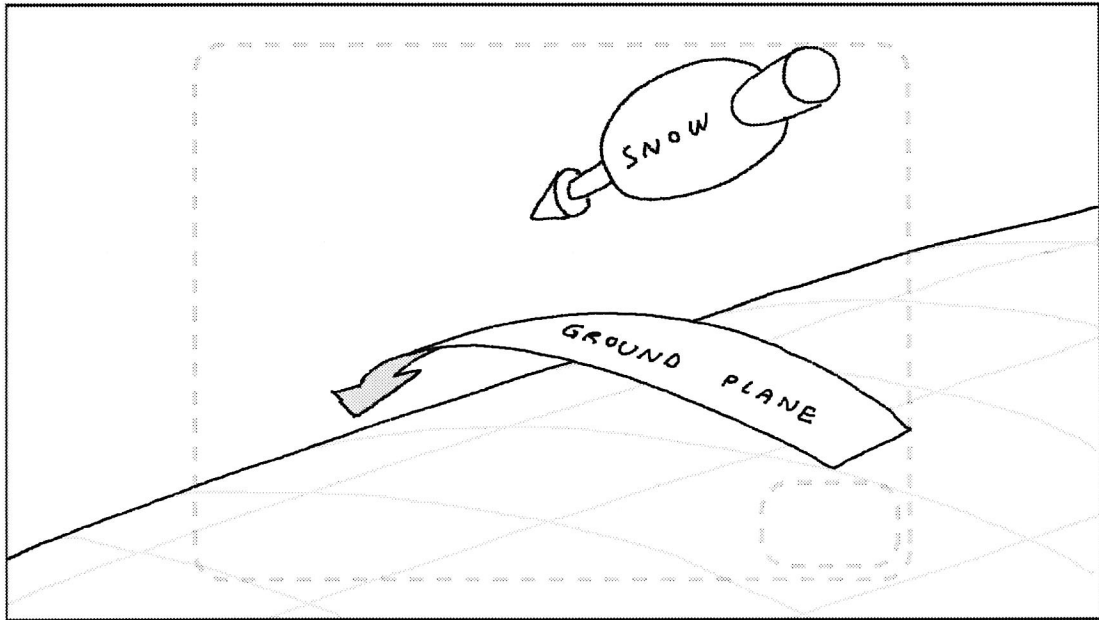


Sc. 108

Pnl. B

Bg.

day night

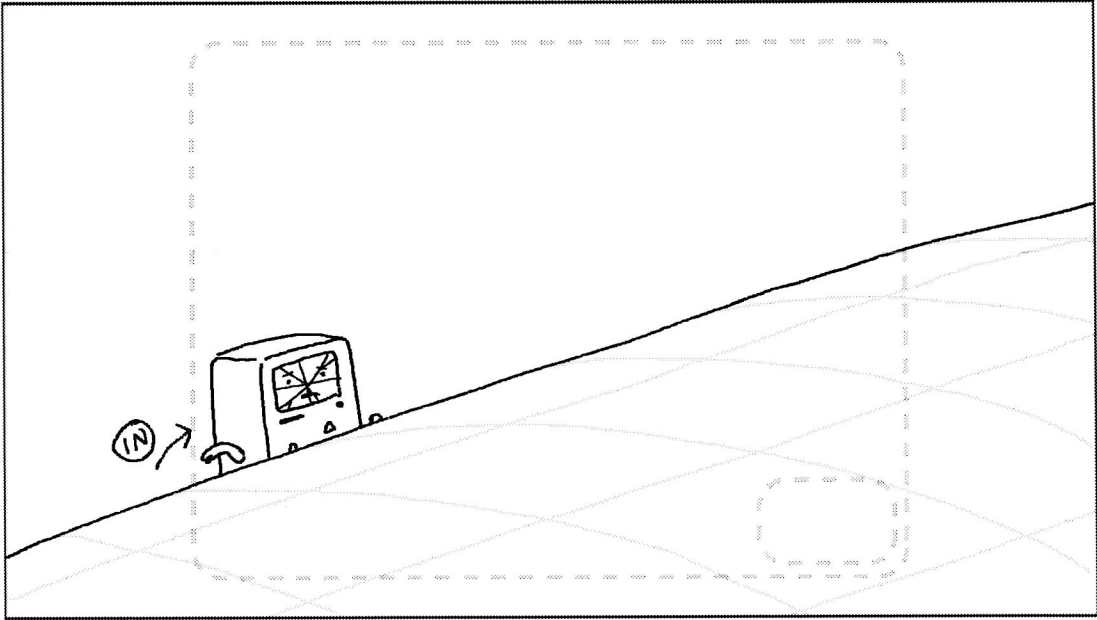


Sc. 108

Pnl. C

Bg.

day night



Dialog:
Action:
Timing:

ADVENTURE TIME

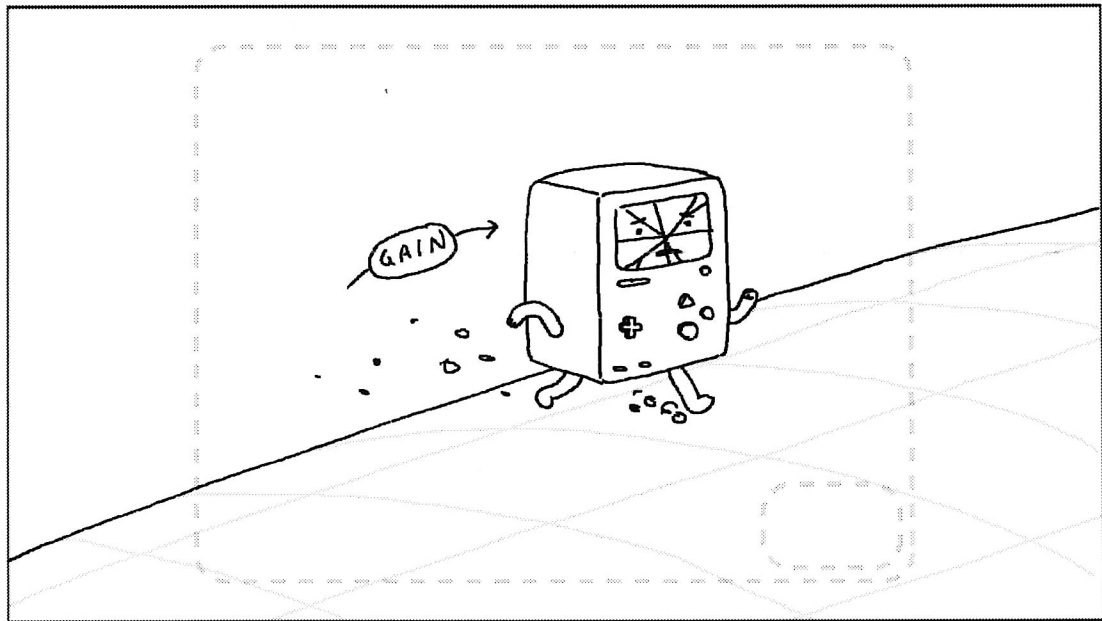


Sc. 108

Pnl. 0

Bg.

day night

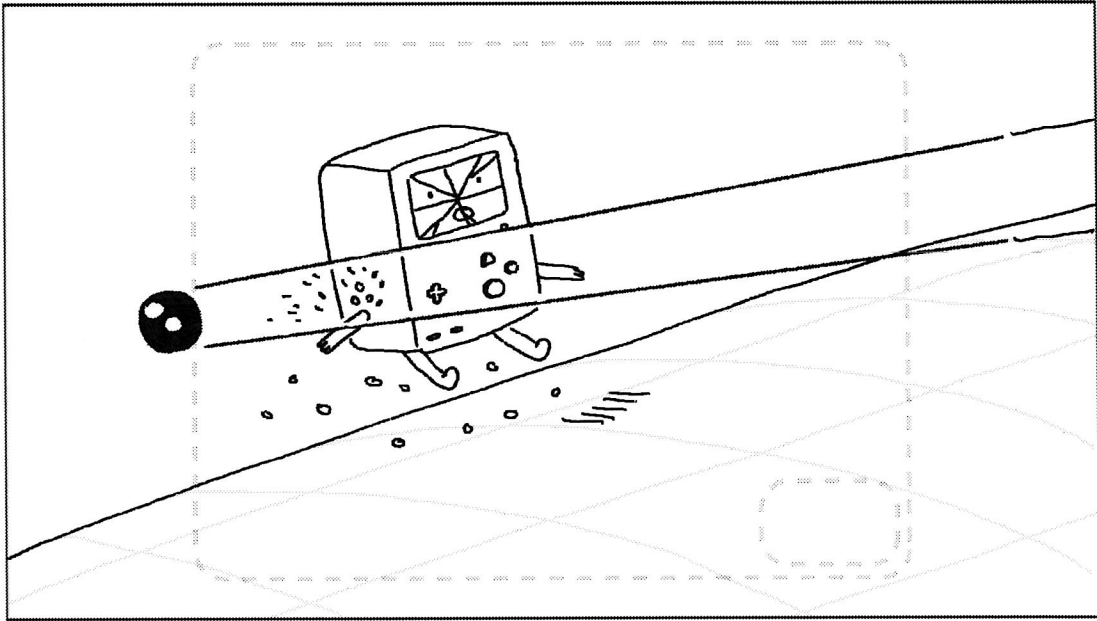


Sc. 108

Pnl. E

Bg.

day night



Dialog:

(BREATHING HARD)

@ TUFF! NUTS!

SFX / SMASH!

Action:

Timing:

1034-228

EPISODE #

Production :

ADVENTURE TIME

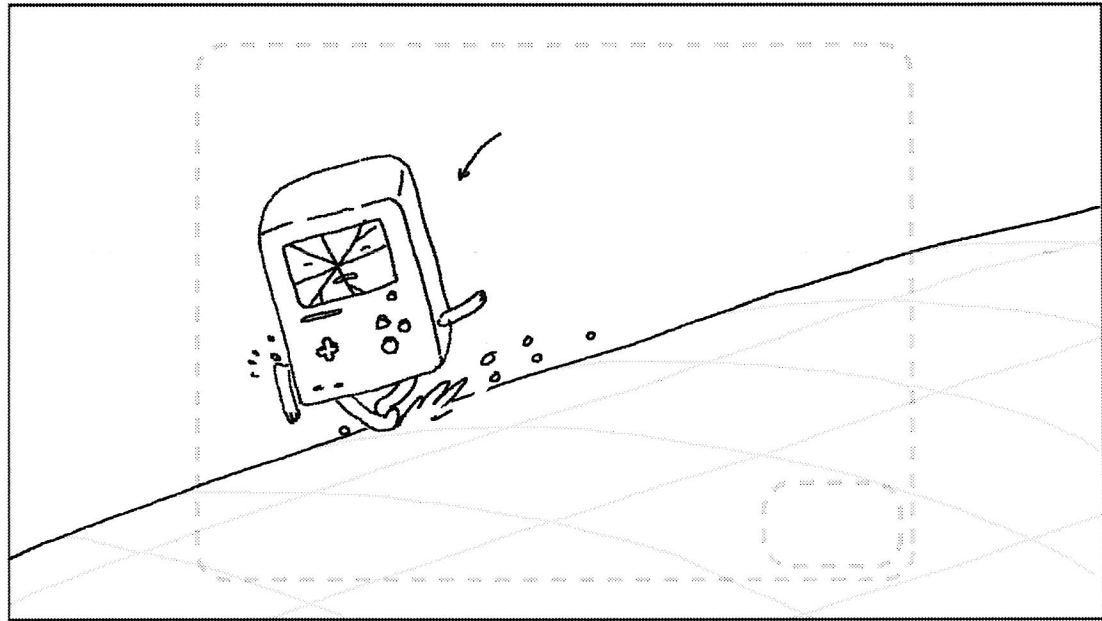


Sc. 168

Pnl. F

Bg.

day night

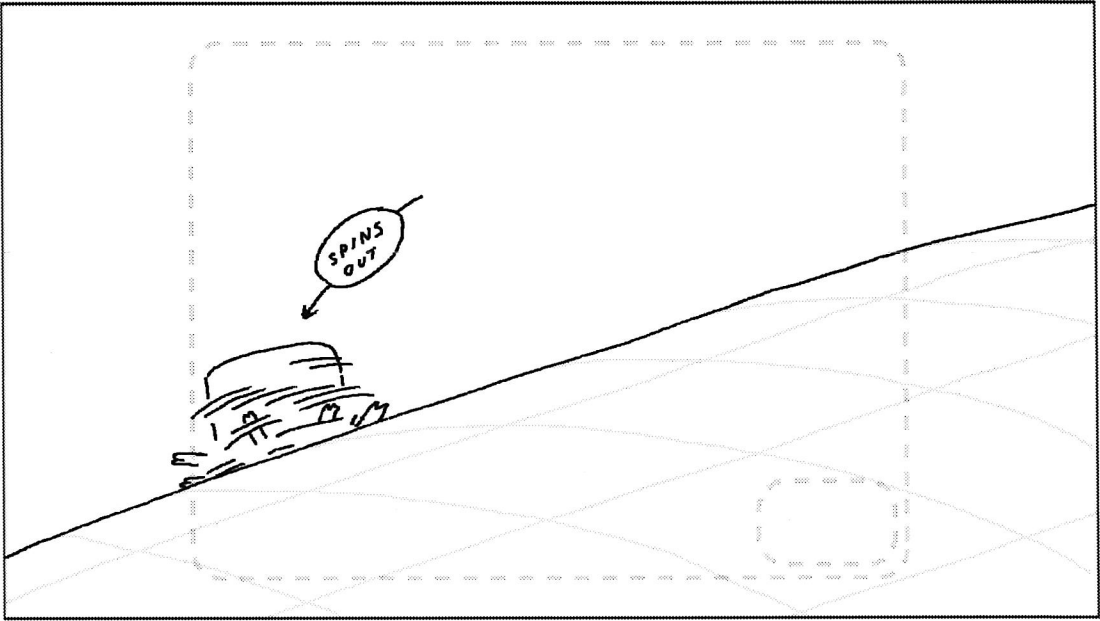


Sc. 168

Pnl. G

Bg.

day night



Dialog:
Action:
Timing:

EPISODE # 1034-228
Production :

ADVENTURE TIME

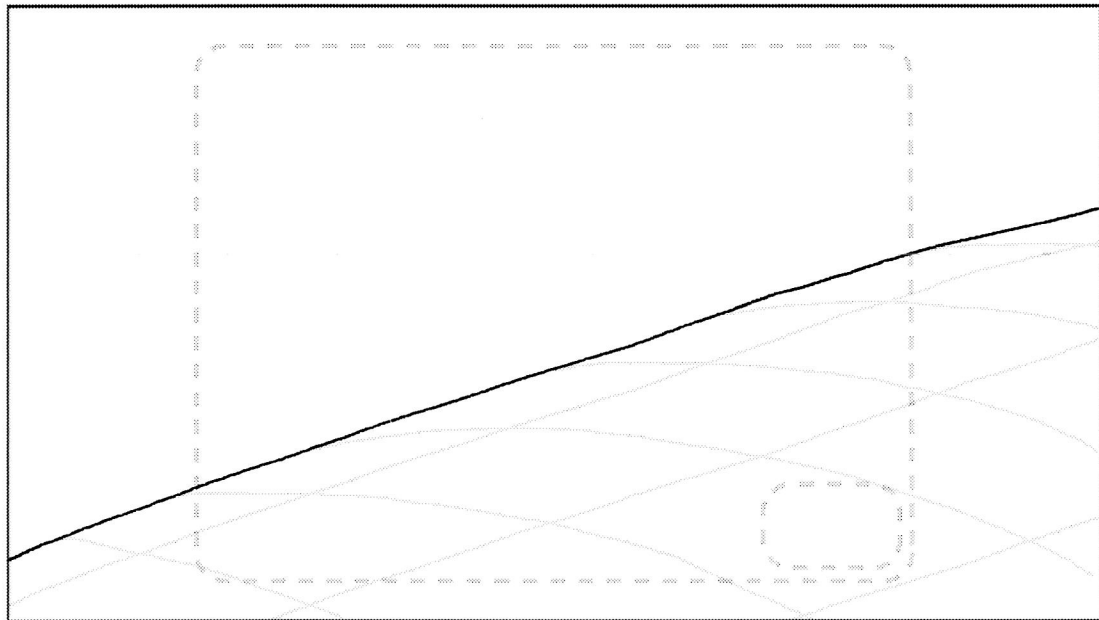


Sc. 168

Pnl. H

Bg.

day night

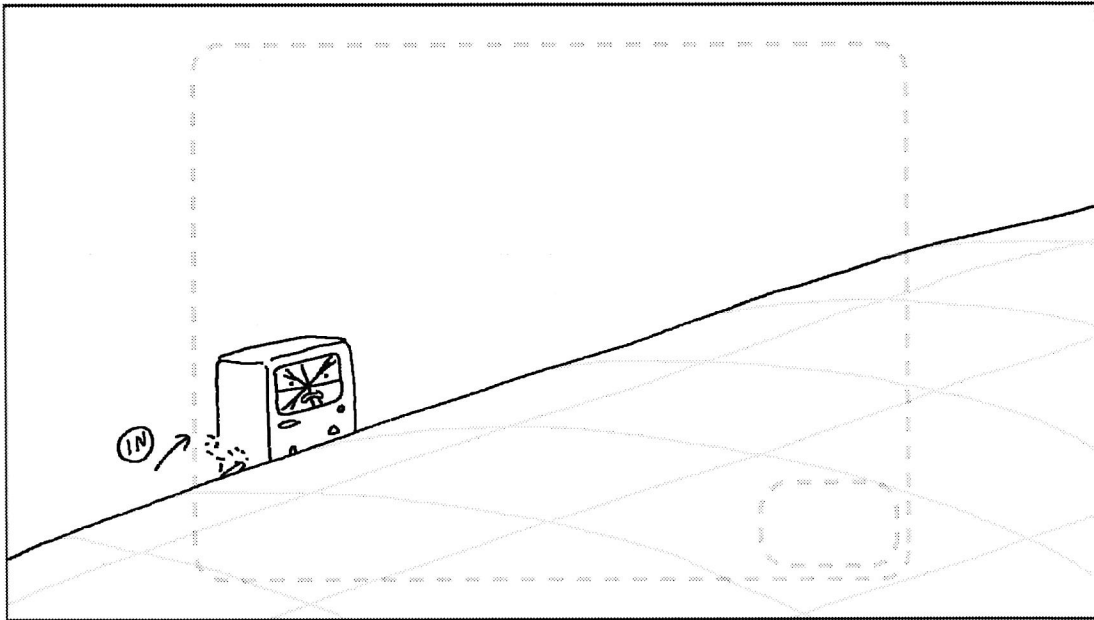


Sc. 168

Pnl. I

Bg.

day night



Dialog:
Action:
Timing:

1034-228

EPISODE #

Production :

ADVENTURE TIME

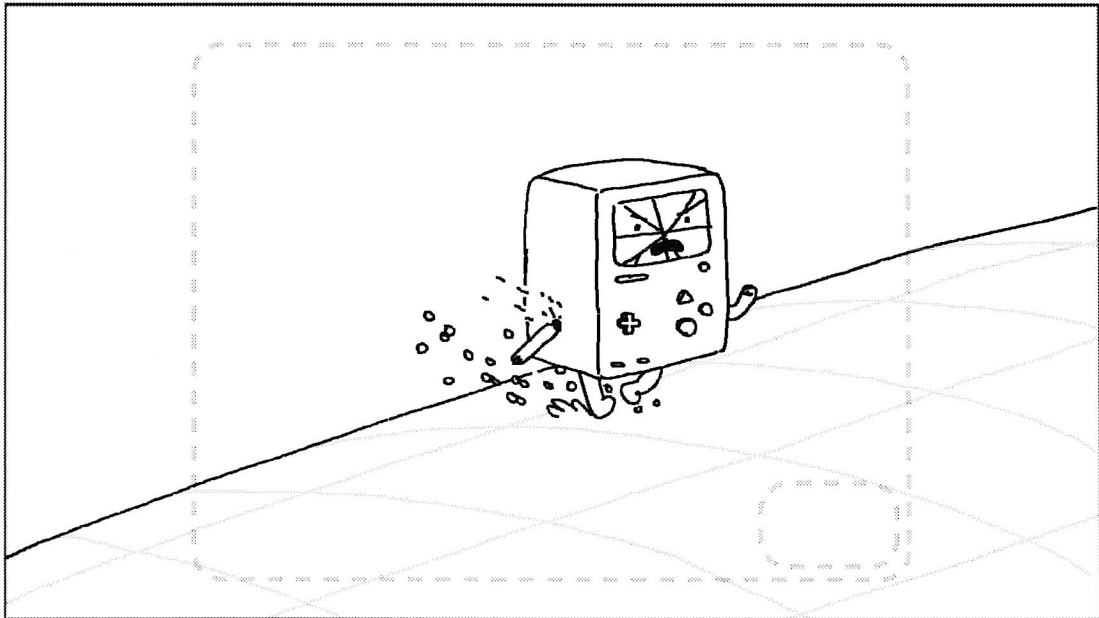


Sc. 108

Pnl. J

Bg.

day night

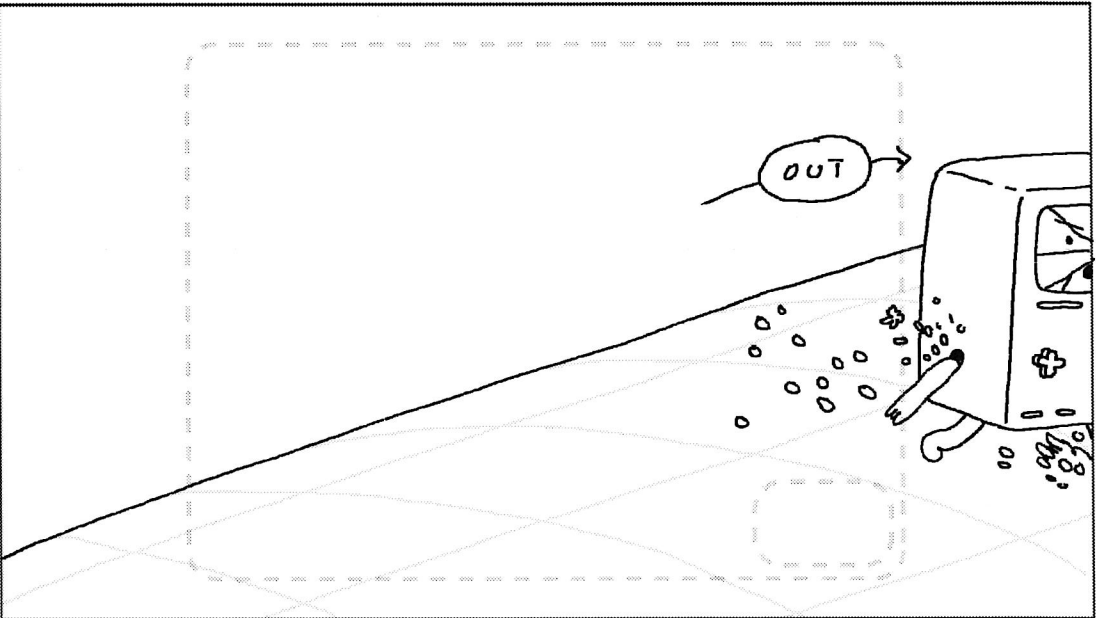


Sc. 108

Pnl. K

Bg.

day night



Dialog:

ⓑ R A A A A A !

Action:

SURGE !

Timing:

ADVENTURE TIME

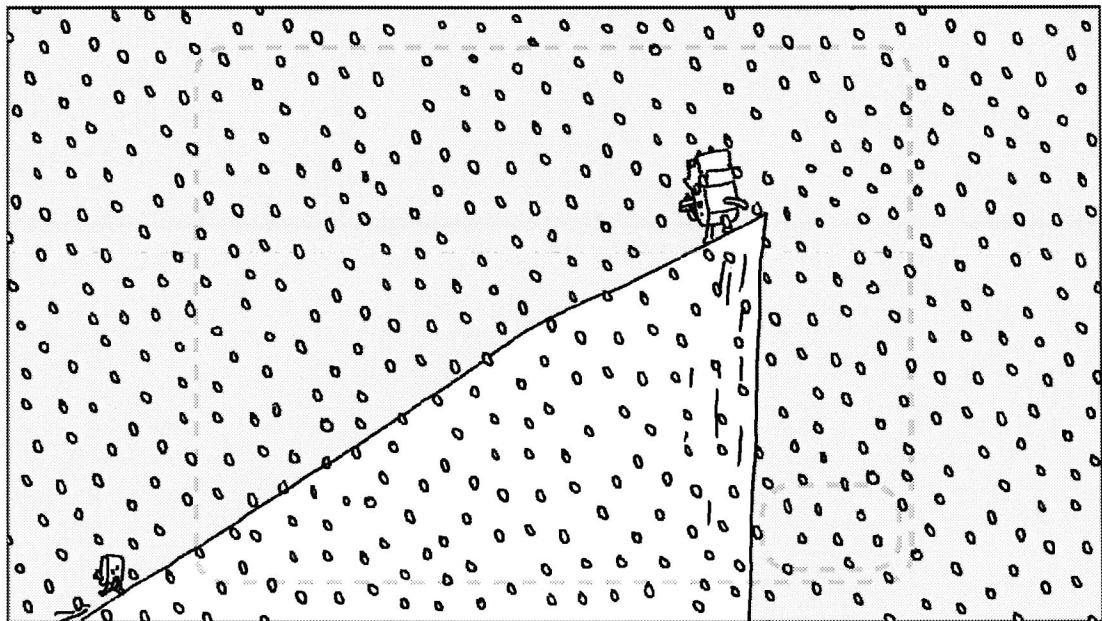


Sc. 169

Pnl. A

Bg.

day night

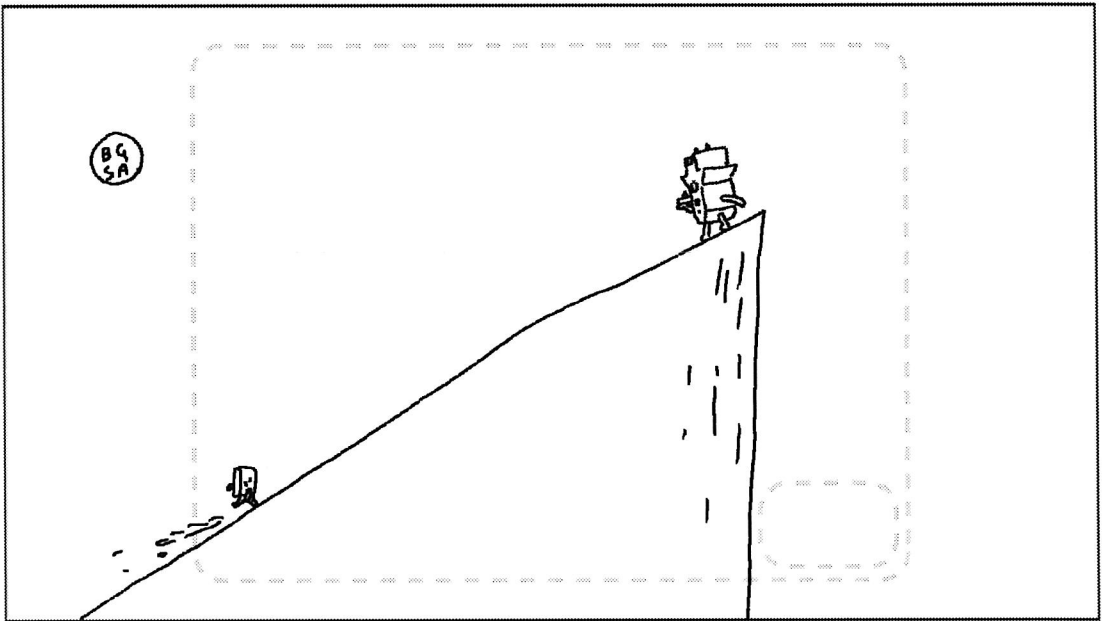


Sc. 169

Pnl. B

Bg.

day night



Dialog:
Action:
Timing:

EPISODE # 1034-228
Production :

ADVENTURE TIME

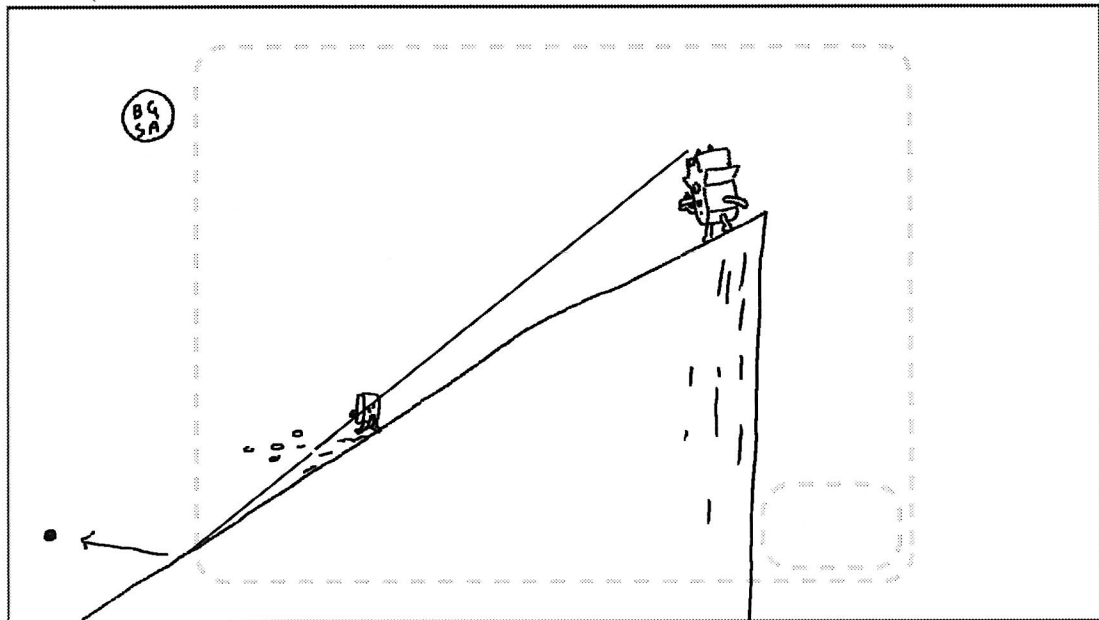


Sc. 109

Pnl. c

Bg.

day night

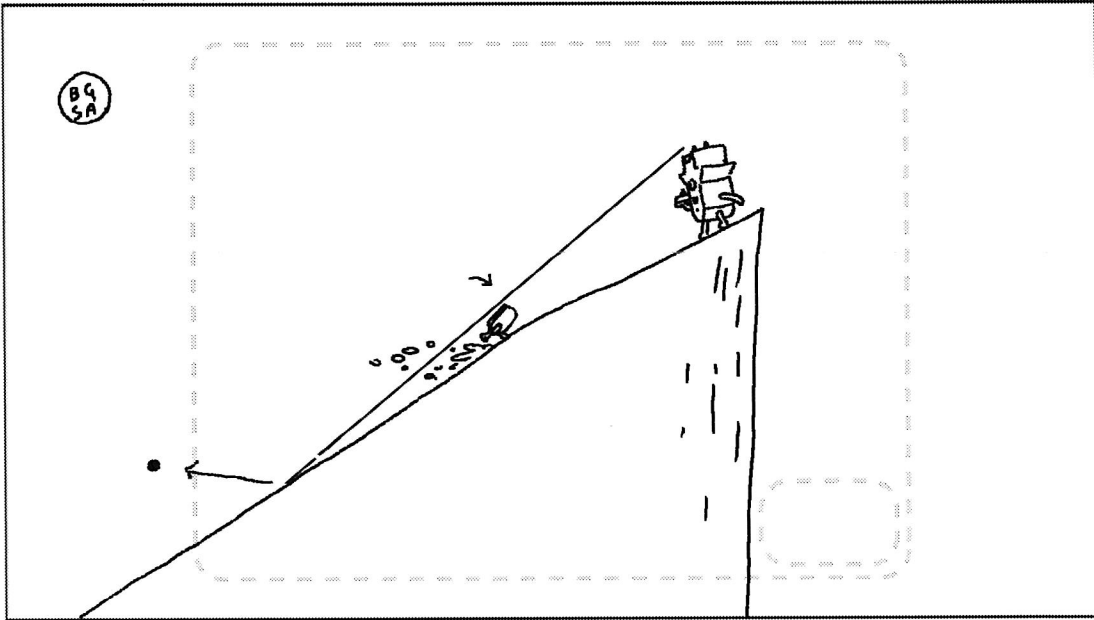


Sc. 109

Pnl. D

Bg.

day night



Dialog:

(SFX) :: ZOP :: :: PSHAOW! ::

Action:

Timing:

EPISODE # 1034-228

Production :

ADVENTURE TIME

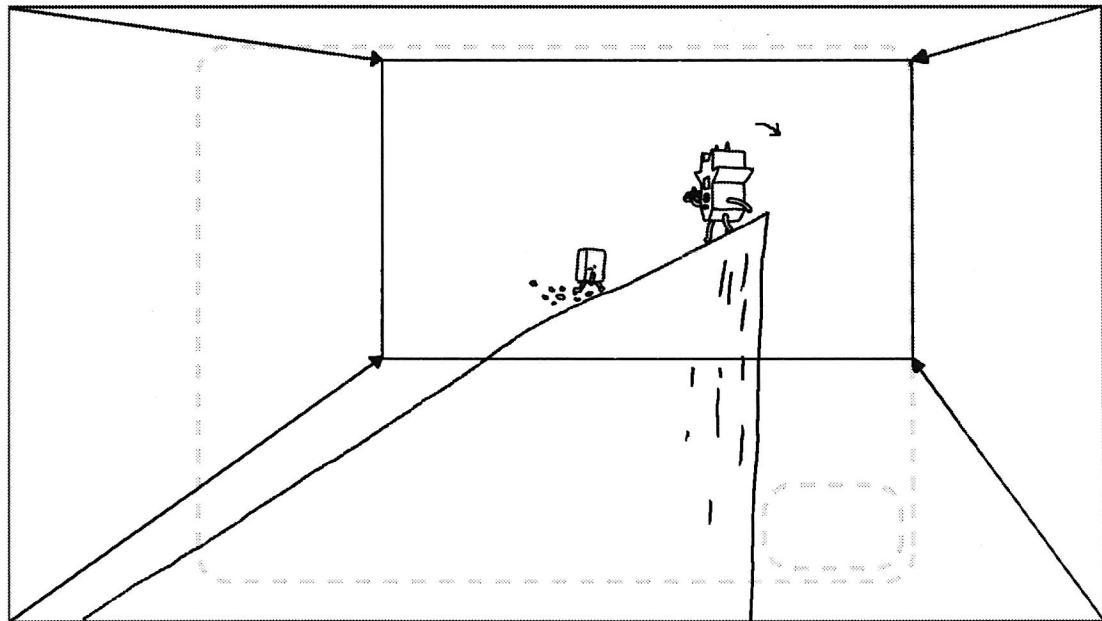


Sc. 109

Pnl. E

Bg.

day night

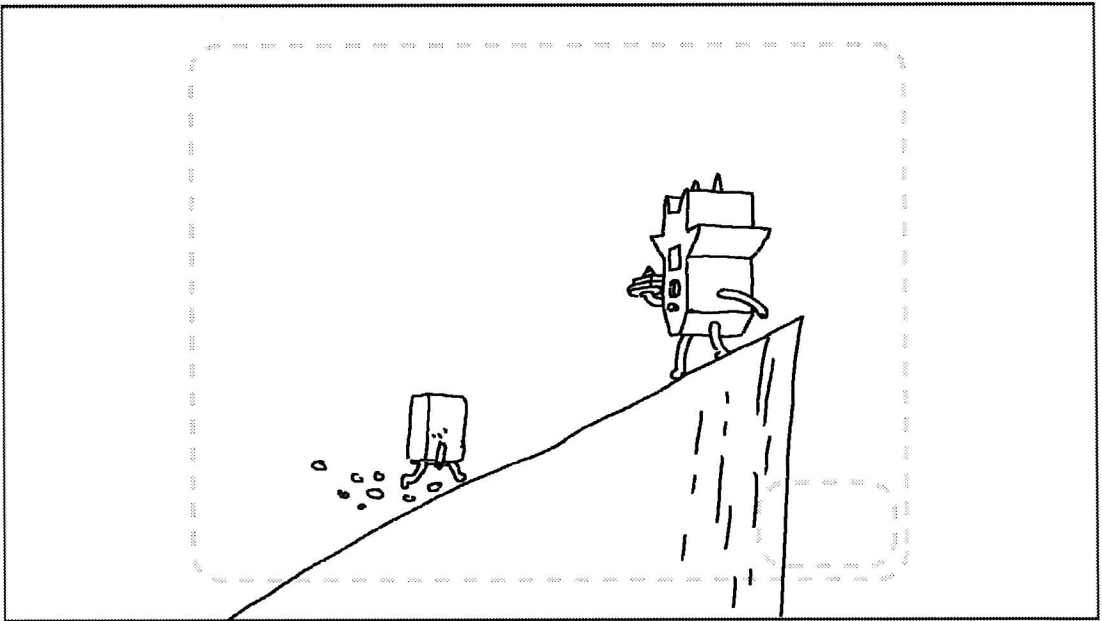


Sc. 109

Pnl. F

Bg.

day night



Dialog:
Action:
Timing:

ADVENTURE TIME

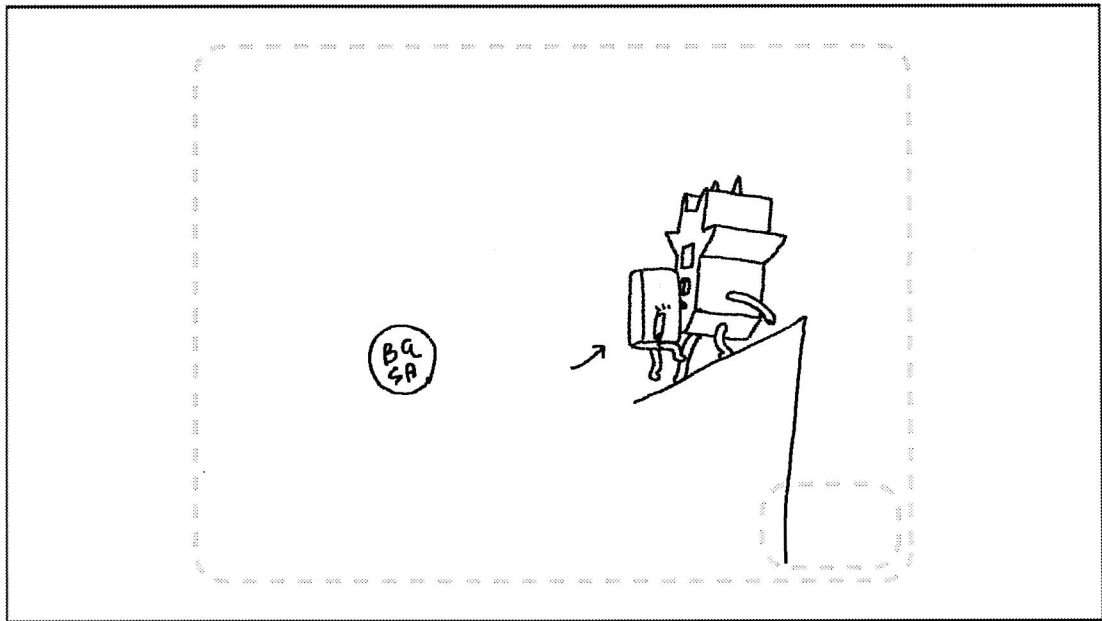


Sc. 169

Pnl. G

Bg.

day night

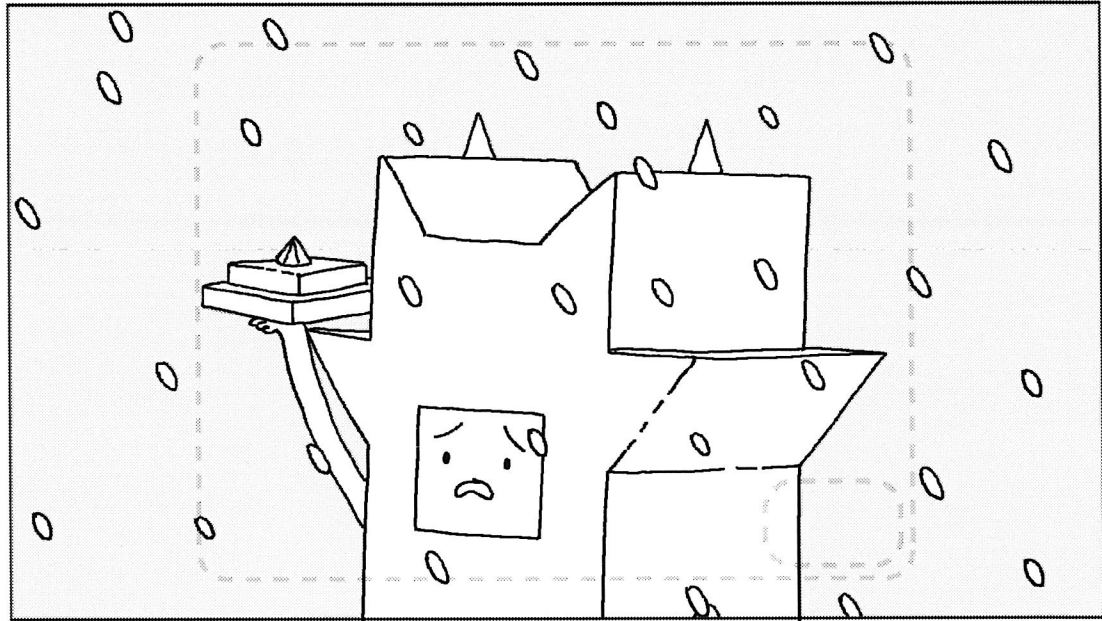


Sc. 170

Pnl. A

Bg.

day night



Dialog:
Action:
Timing:

EPISODE #
1034-228
Production :

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ADVENTURE TIME



Sc. 170

Pnl. B

Bg.

day night

Sc. 170

Pnl. C

Bg.

day night

Timing:

ADVENTURE TIME

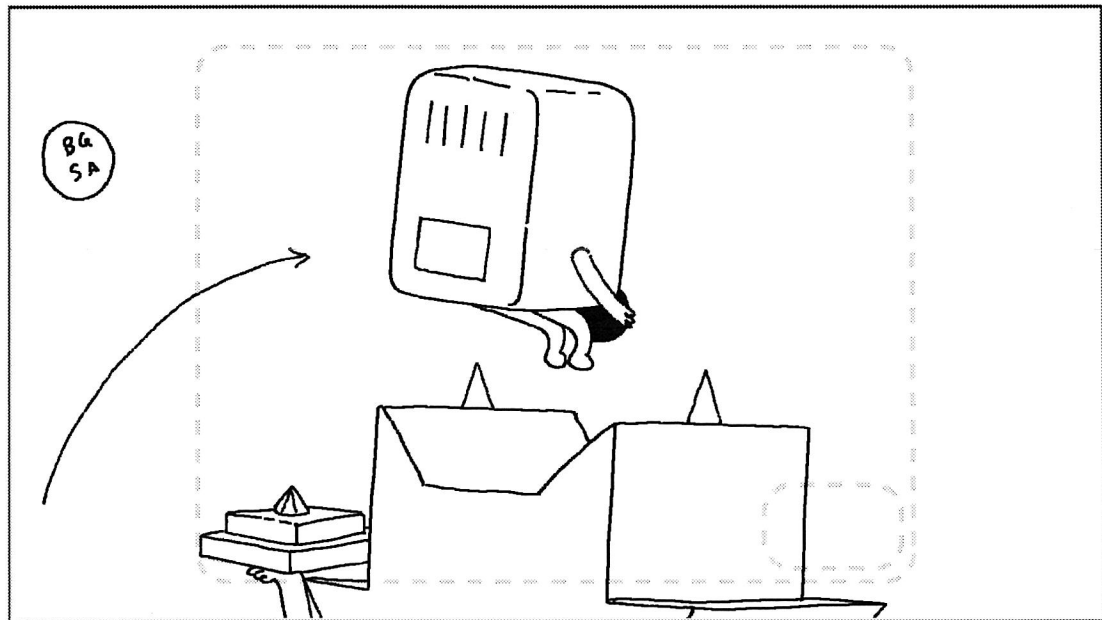


Sc. 170

Pnl. D

Bg.

day night

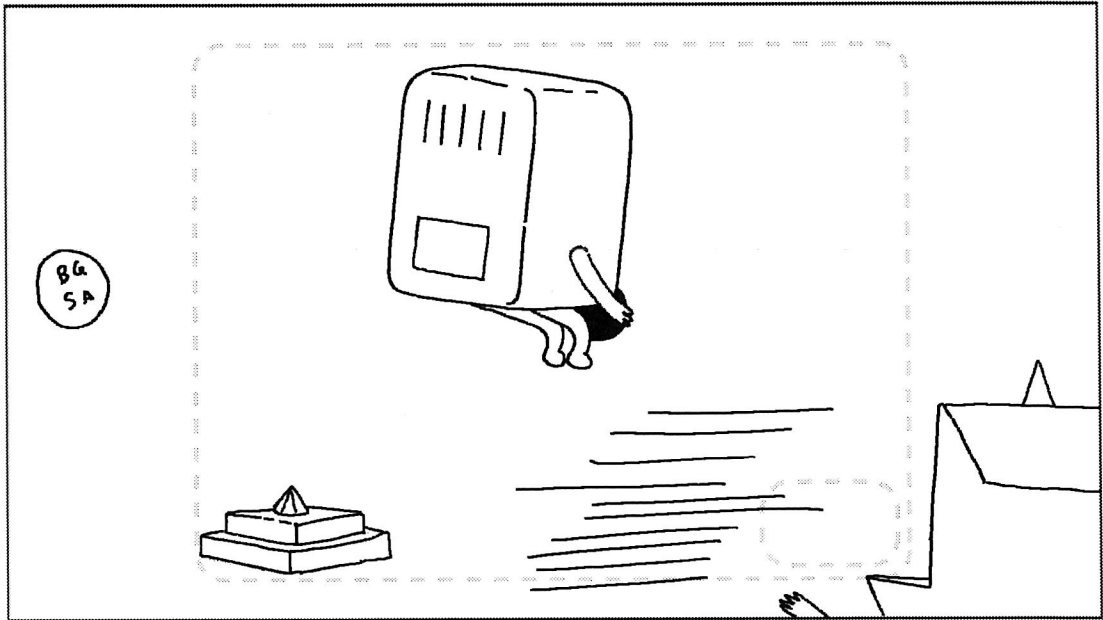


Sc. 170

Pnl. E

Bg.

day night



Dialog:

~~SFX~~ PSHOW!!!

Action:

JUMPS UP + HOLDS.

Timing:

1034-228

EPISODE #

Production :

ADVENTURE TIME

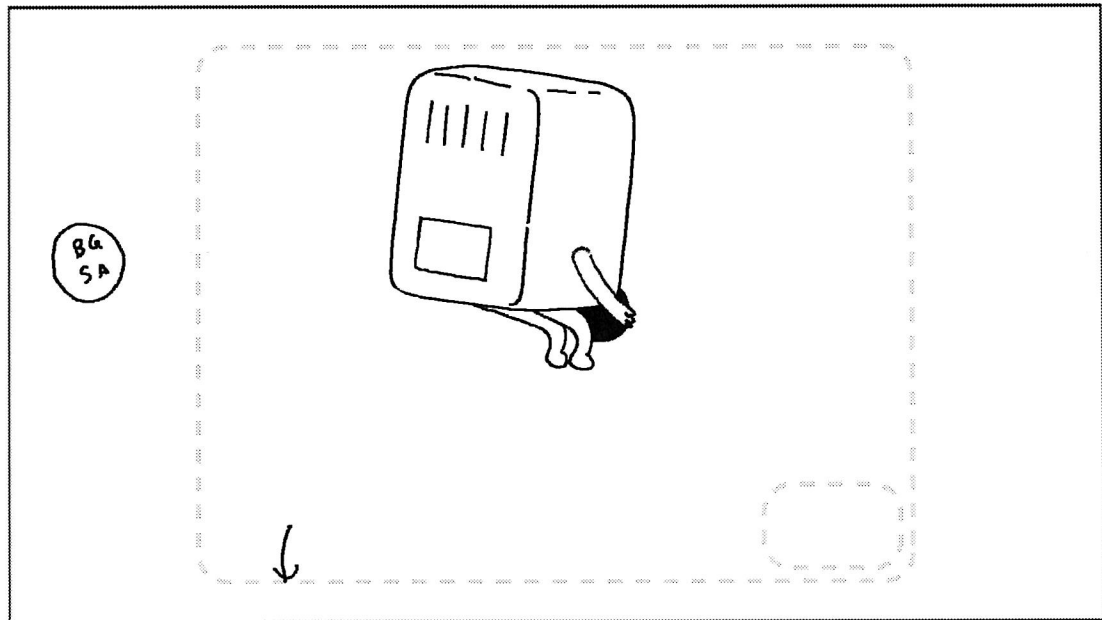


Sc. 170

Pnl. F

Bg.

day night

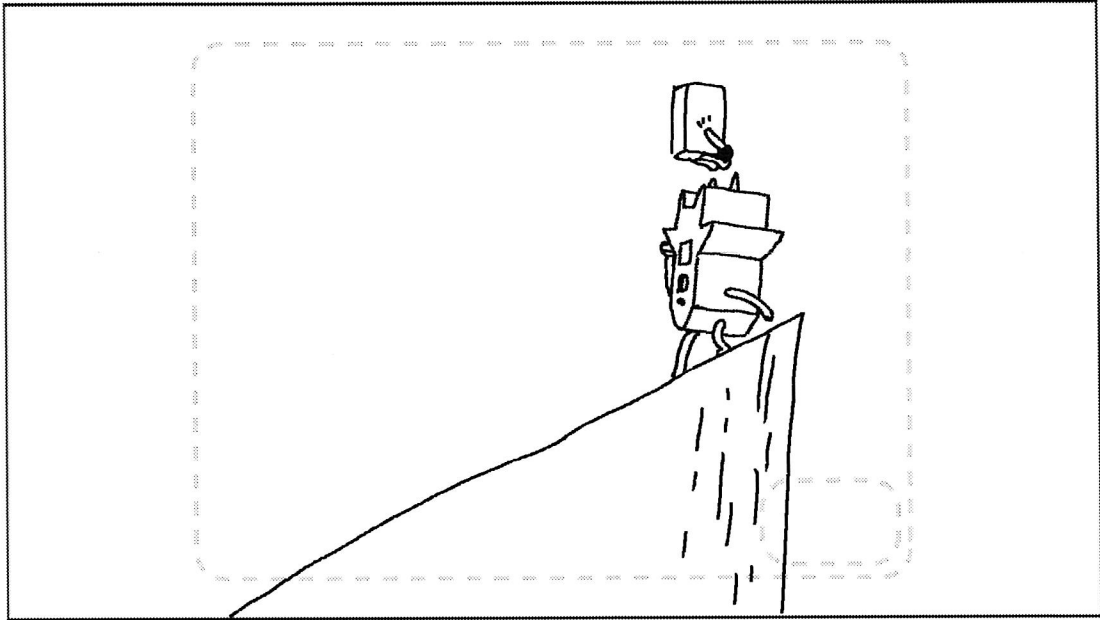


Sc. 171

Pnl. A

Bg.

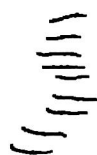
day night



Dialog:



SMASH!!!



(SFX)

PSHOW!!!

Action:

A

REPLAY.

Timing:

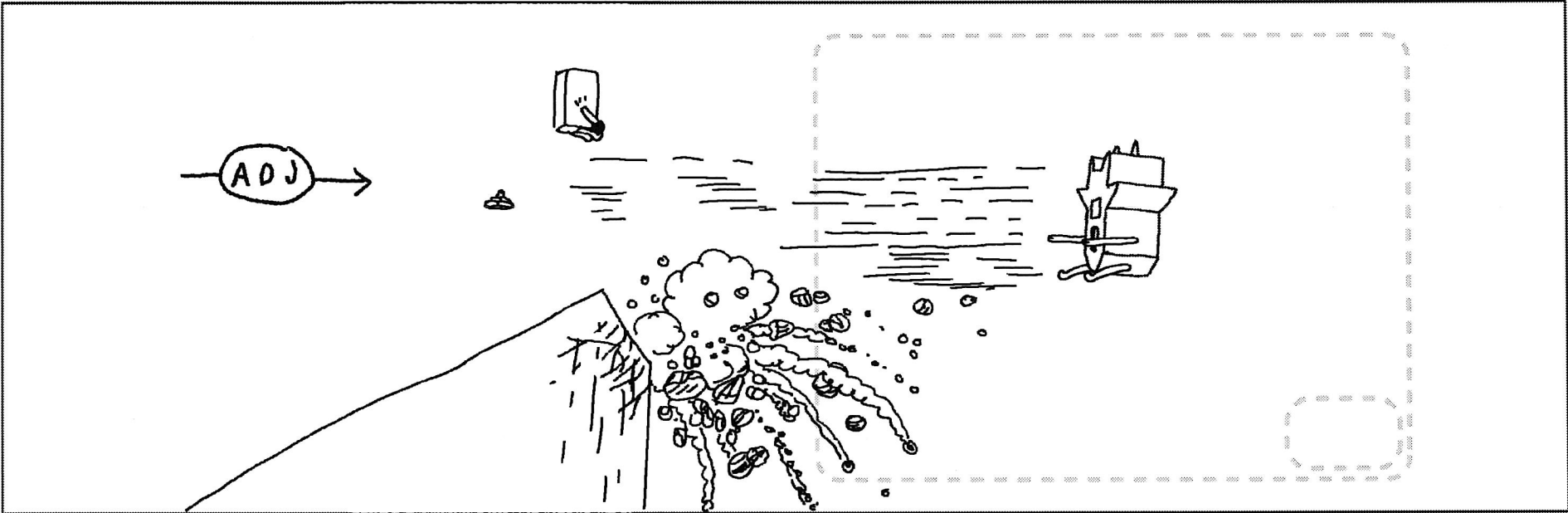
EPISODE # 1034-228

Production :

ADVENTURE TIME



Sc. 171 Pnl. B Bg. day night



Dialog:

SMASH

Action:

FAST ADJ

Timing:

EPISODE # 1034-228

Production :

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ADVENTURE TIME

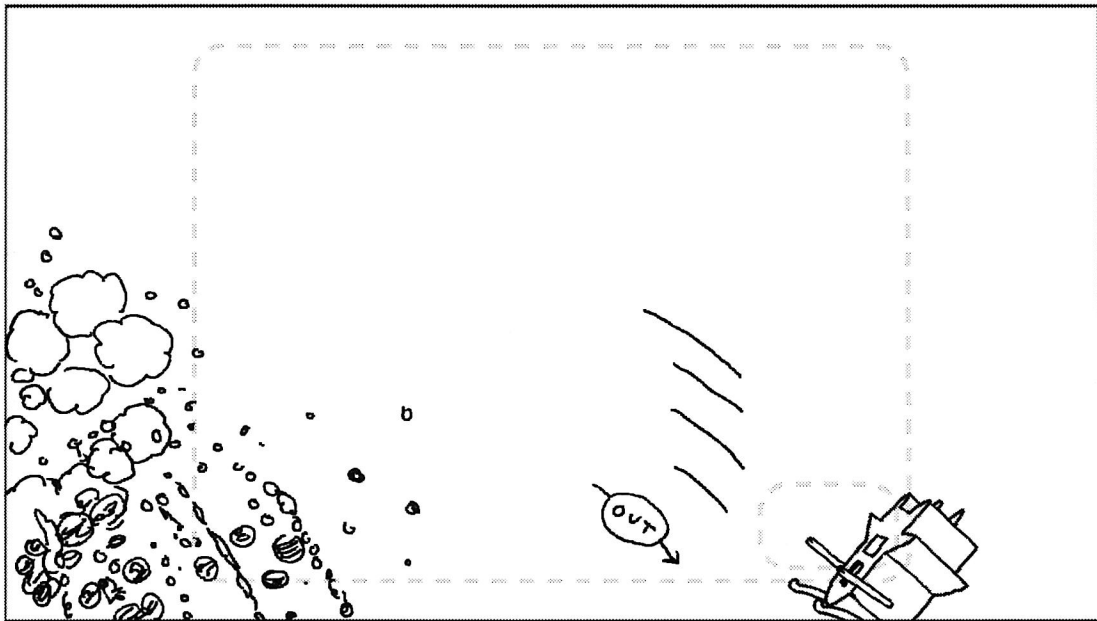


Sc. 171

Pnl. C

Bg.

day night

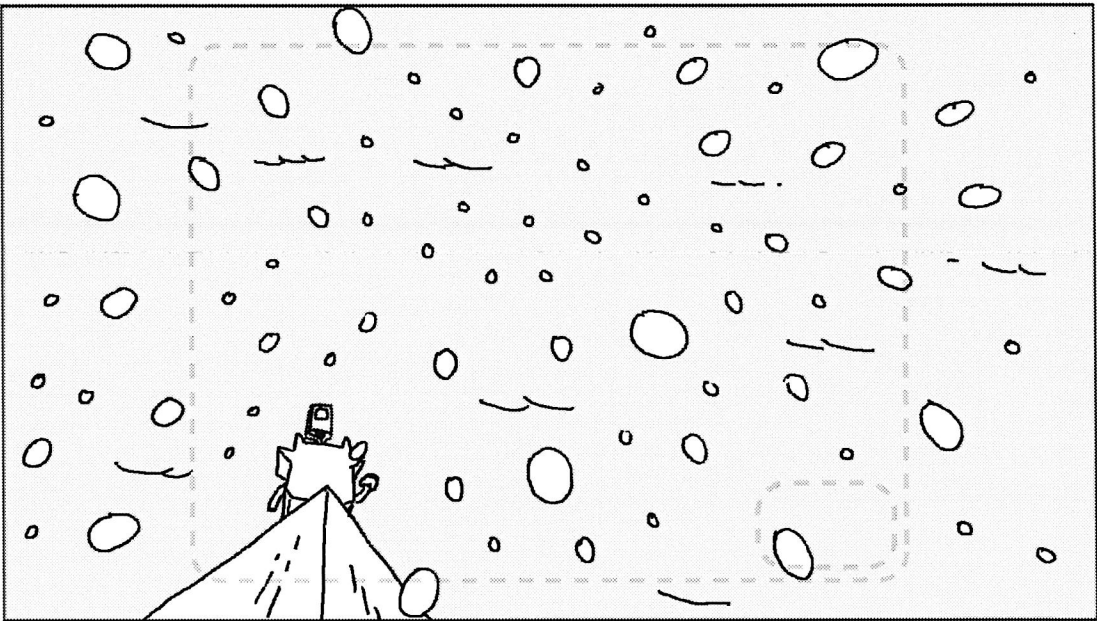


Sc. 172

Pnl. A

Bg.

day night



Dialog:

(SFX) PSHOW!!!

Action:

Timing:

1034-228

EPISODE #

Production :

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ADVENTURE TIME

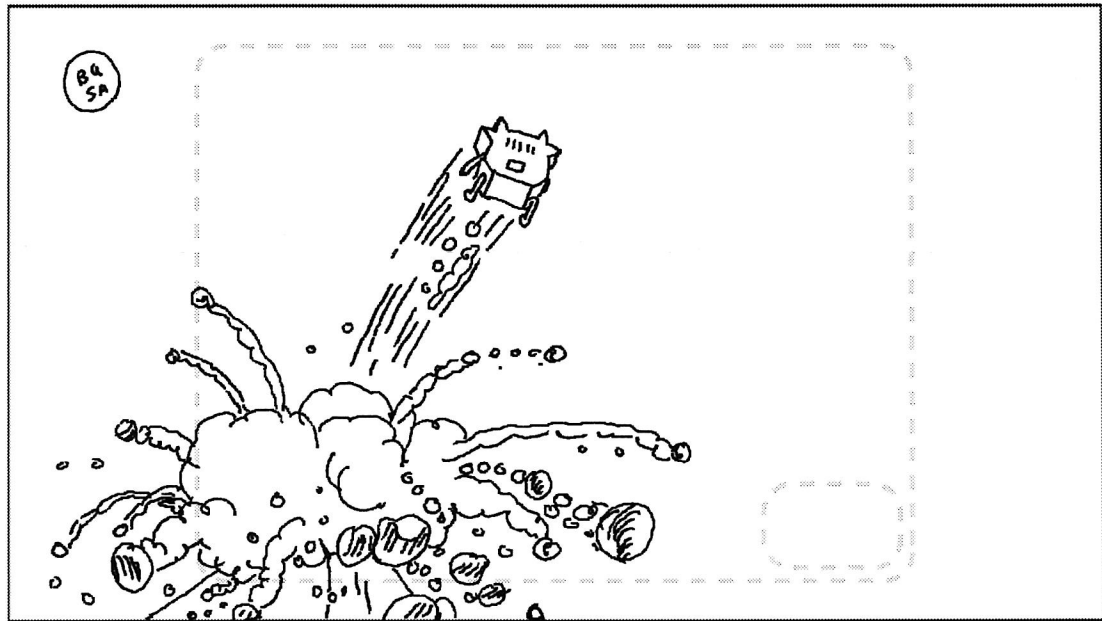


Sc. 172

Pnl. B

Bg.

day night

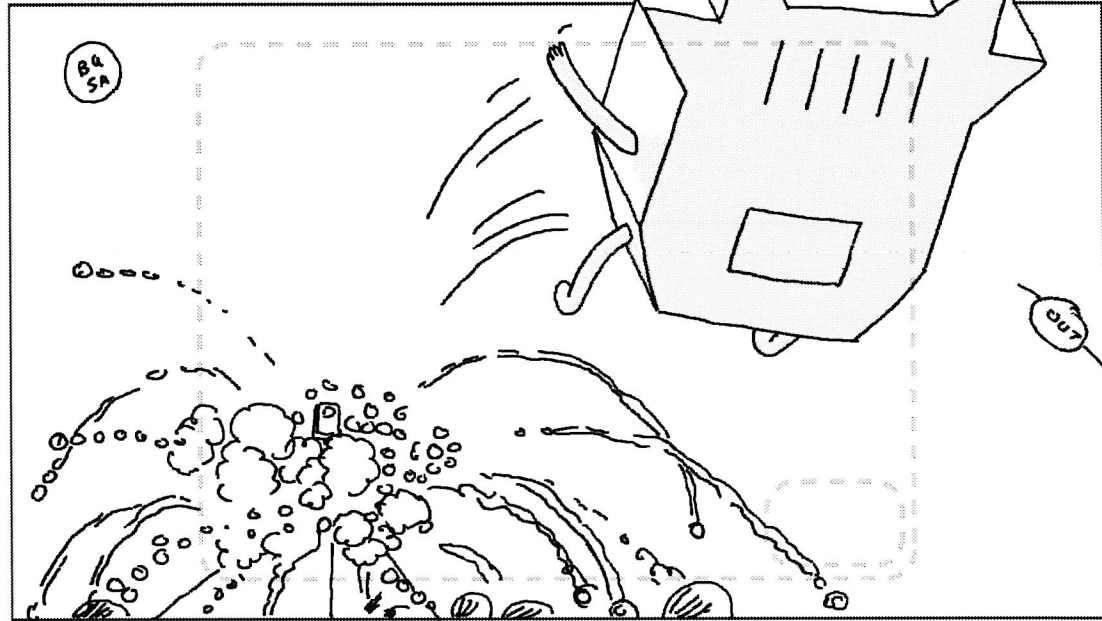


Sc. 172

Pnl. C

228

night



Dialog:

SMASH!!!

Action:

Timing:

1034-228

EPISODE #

Production :

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ADVENTURE TIME

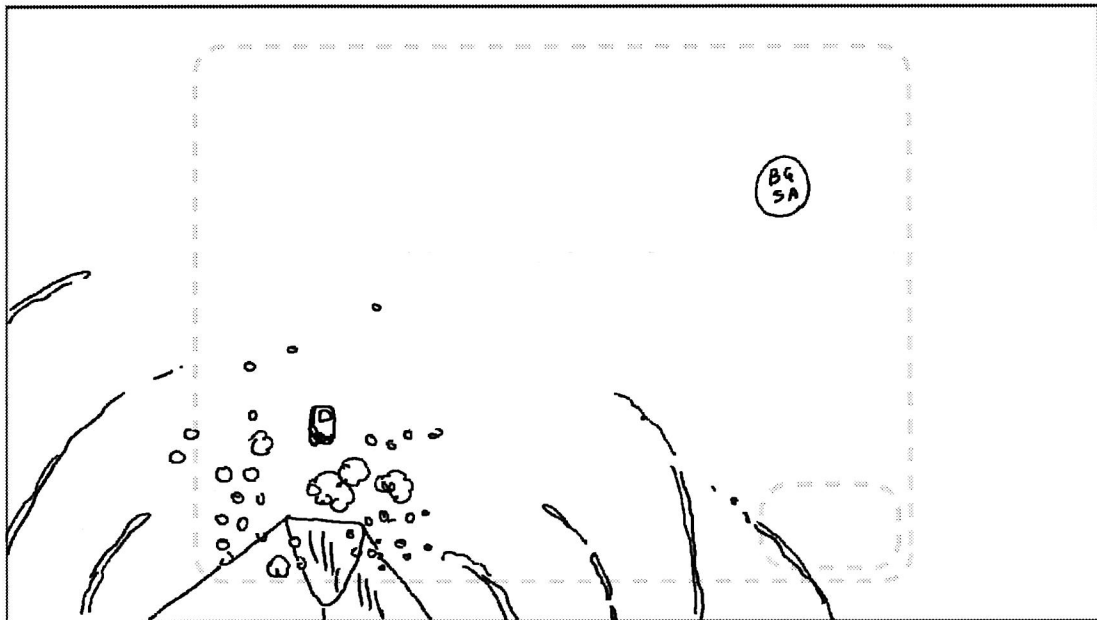


Sc. 172

Pnl. P

Bg.

day night

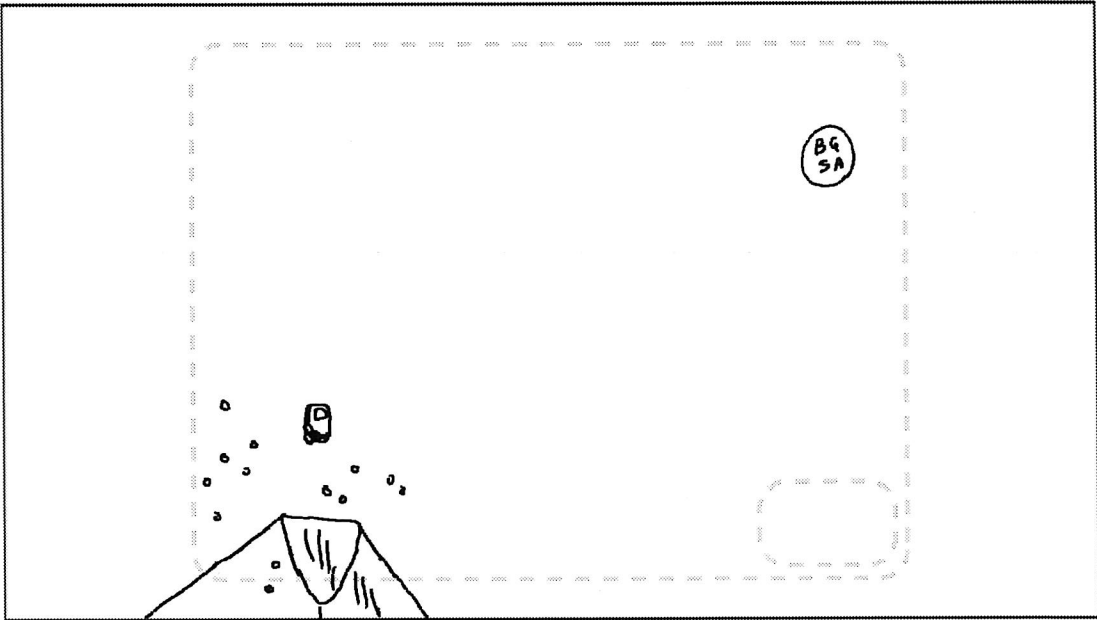


Sc. 172

Pnl. E

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

1034-228

Production :

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ADVENTURE TIME

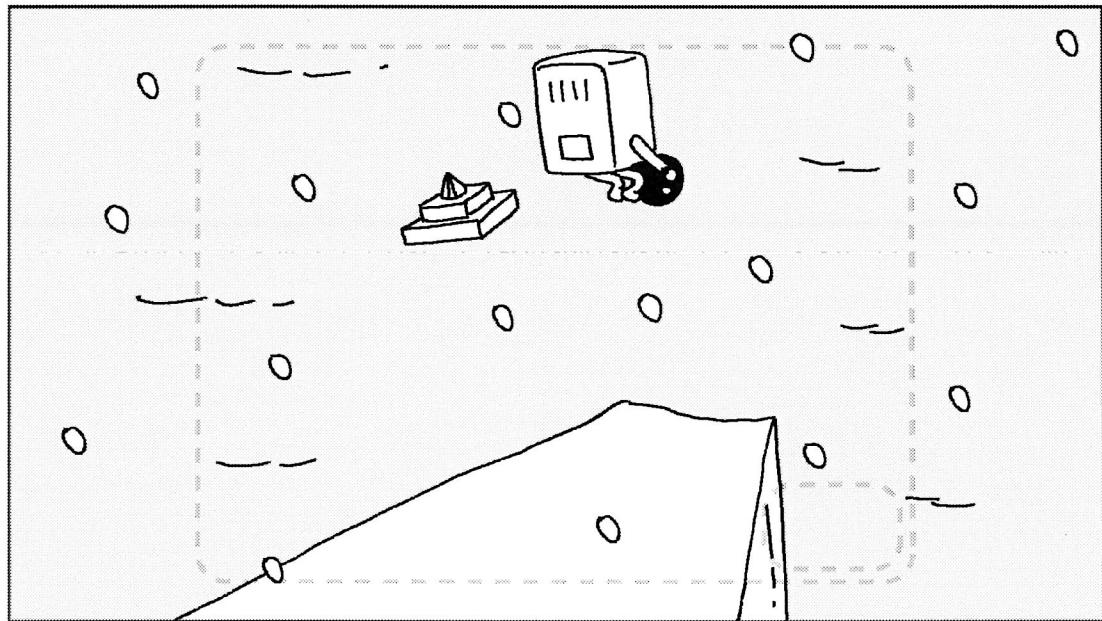


Sc. 173

Pnl. A

Bg.

day night

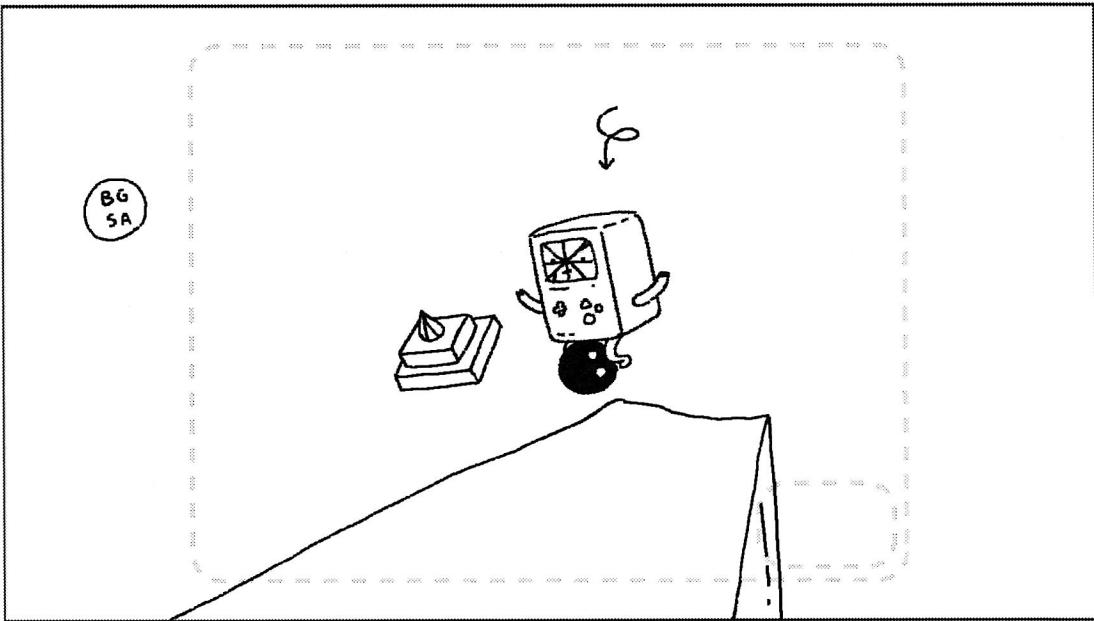


Sc. 173

Pnl. B

Bg.

day night



Dialog:
Action:
Timing:

1034-228

EPISODE #

Production :

ADVENTURE TIME

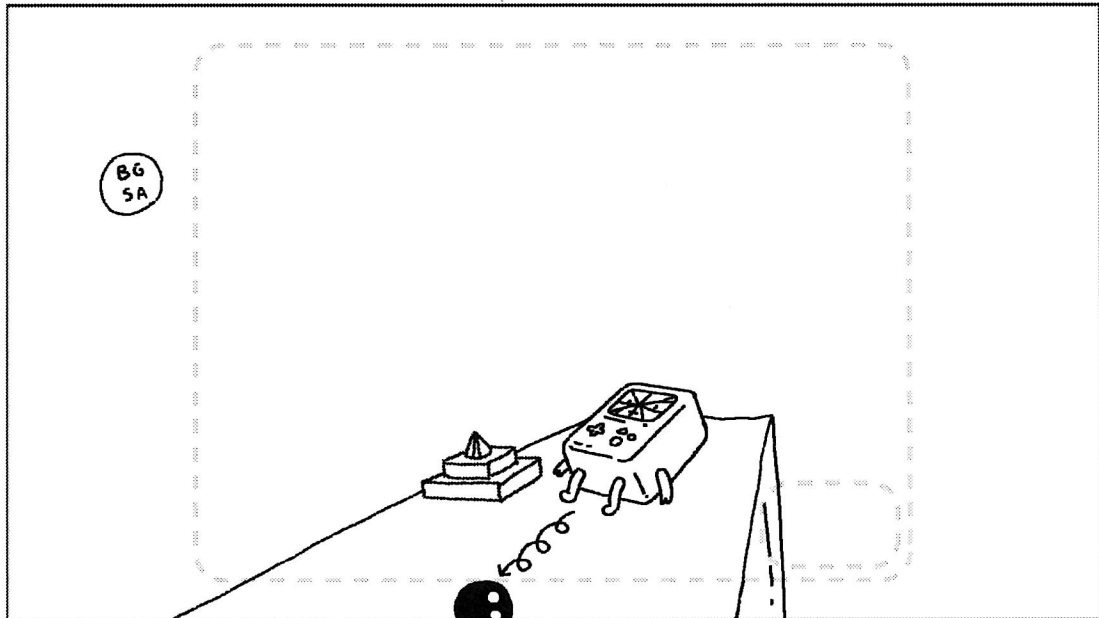


Sc. 173

Pnl. c

Bg.

day night

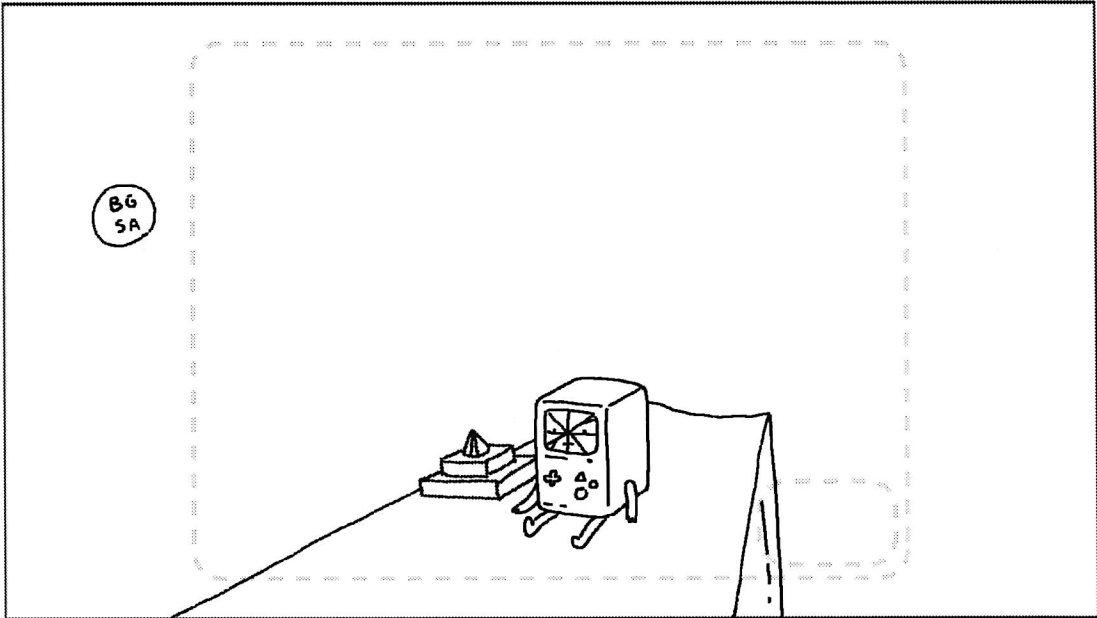


Sc. 173

Pnl. D

Bg.

day night



Dialog:

(SFX) TONK

Action:

Timing:

1034-228

EPISODE #

Production :

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ADVENTURE TIME

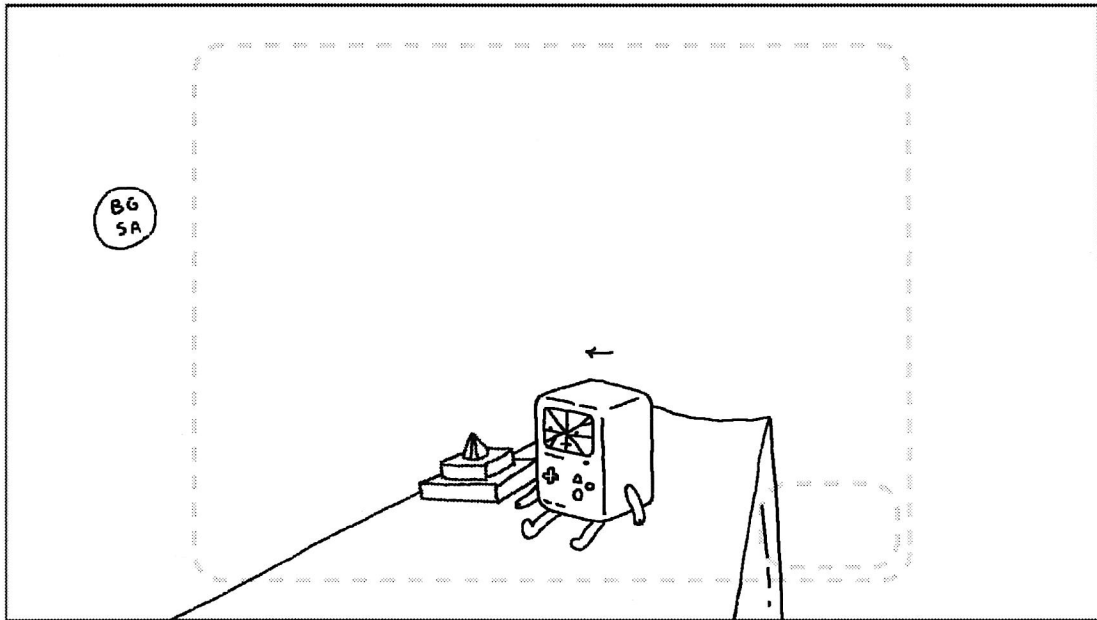


Sc. 173

Pnl. E

Bg.

day night

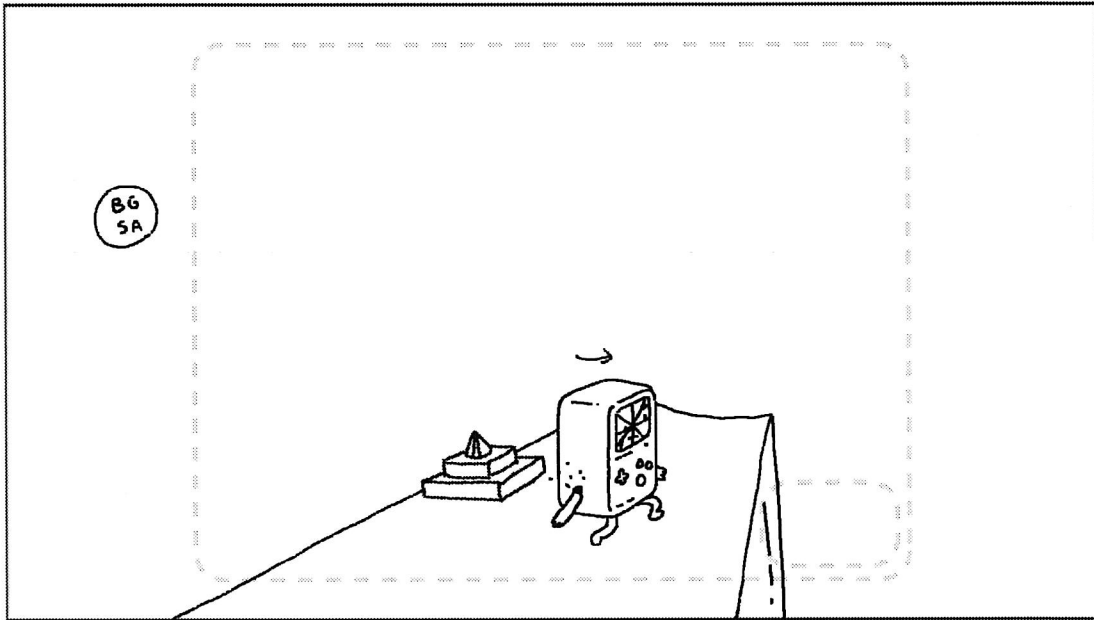


Sc. 173

Pnl. F

Bg.

day night



Dialog:

(A) (os) I'M SICK!
(DISTANT)

Action:

LOOKS AT DRIVE.

Timing:

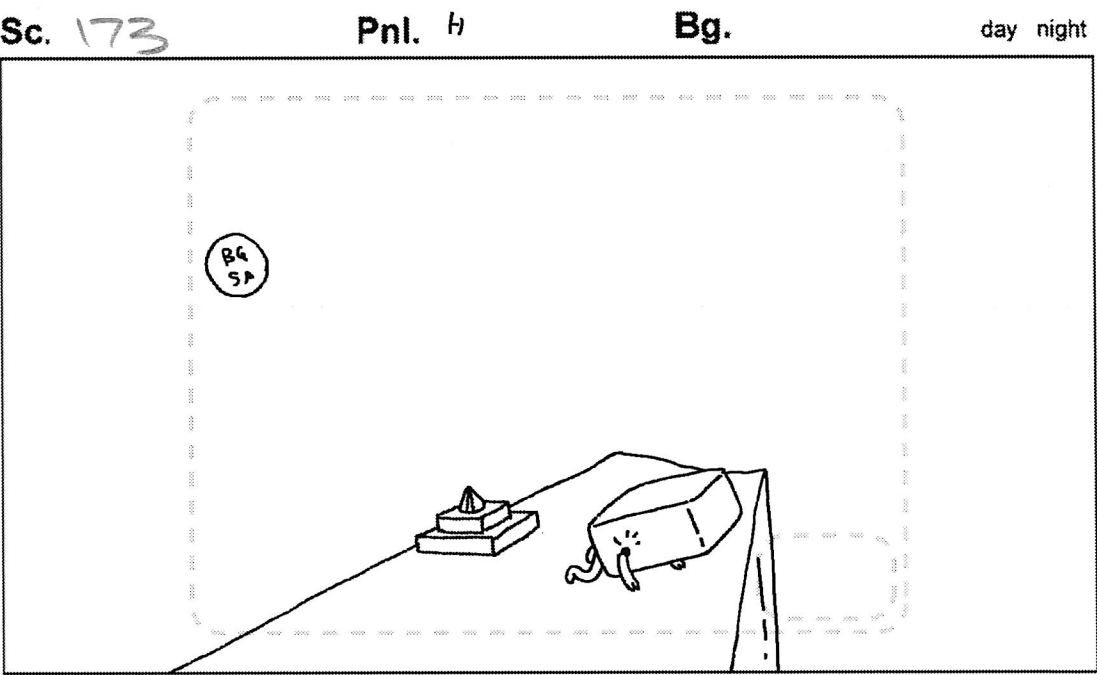
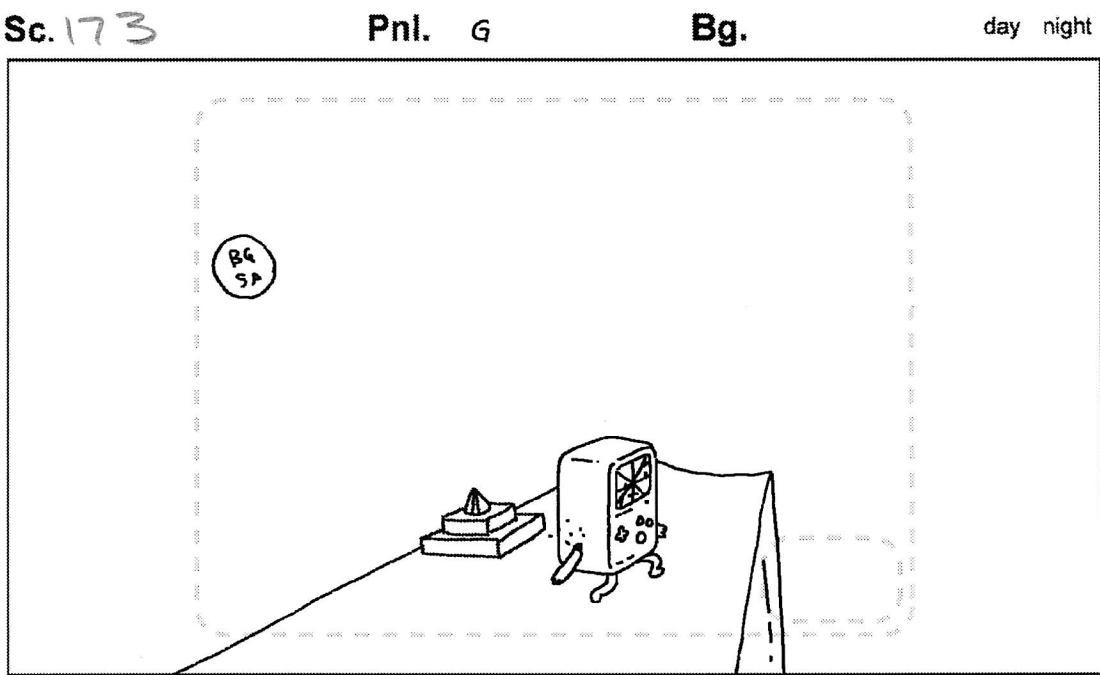
1034-228

EPISODE #

Production :

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ADVENTURE TIME



Dialog:

(SFX) / (DISTANT) ≡ SMASH ! ≡

Action:

Timing:

1034-228
EPISODE #
Production :

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ADVENTURE TIME

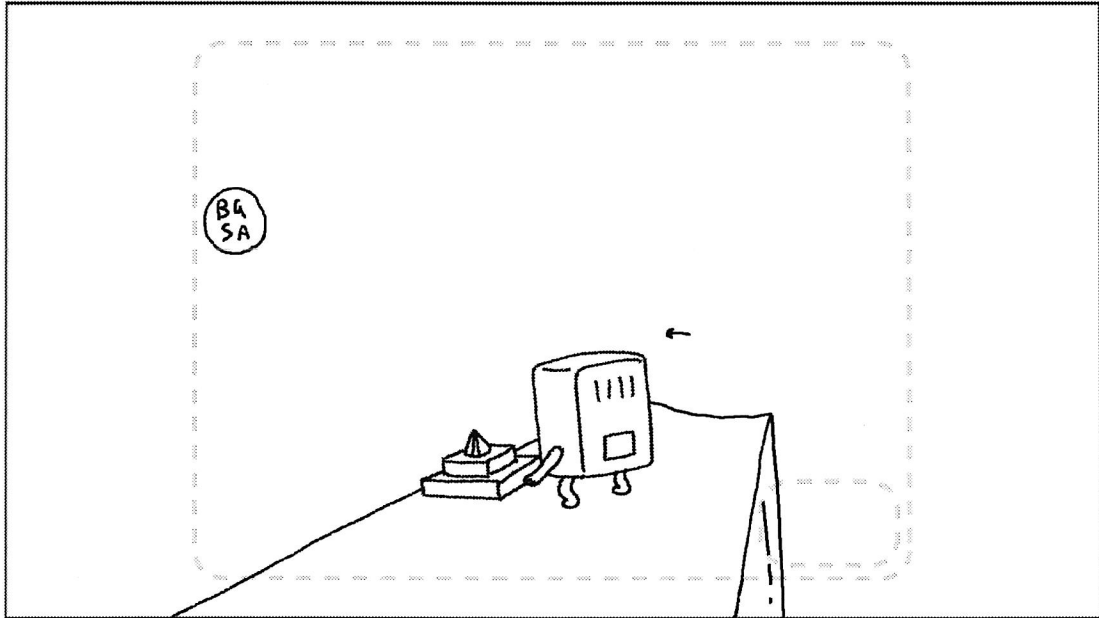


Sc. 173

Pnl. 1

Bg.

day night

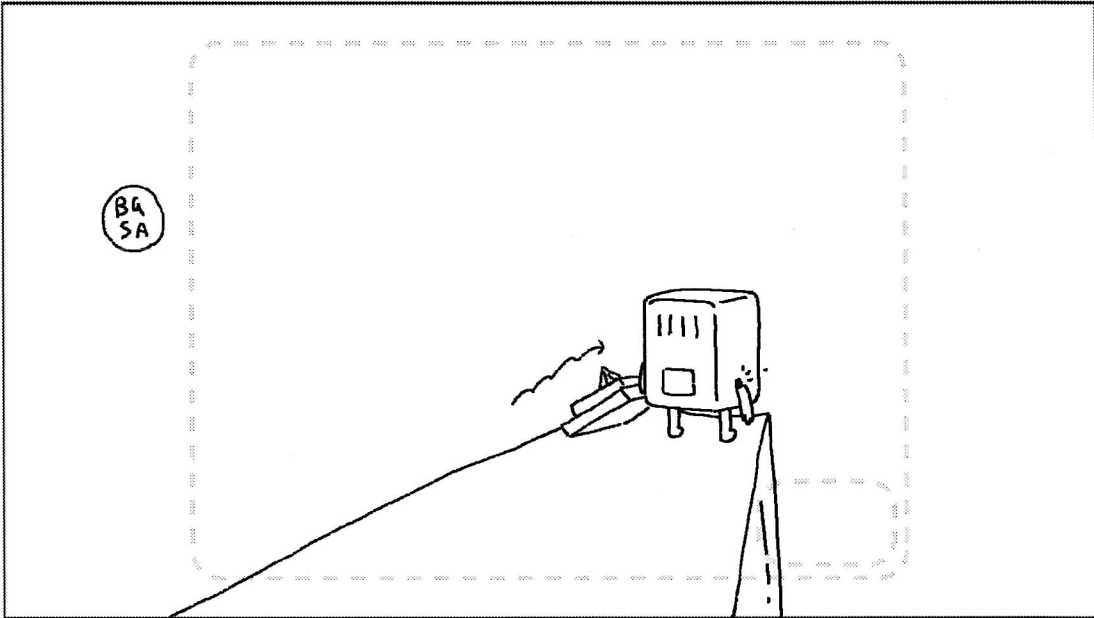


Sc. 173

Pnl. J

Bg.

day night

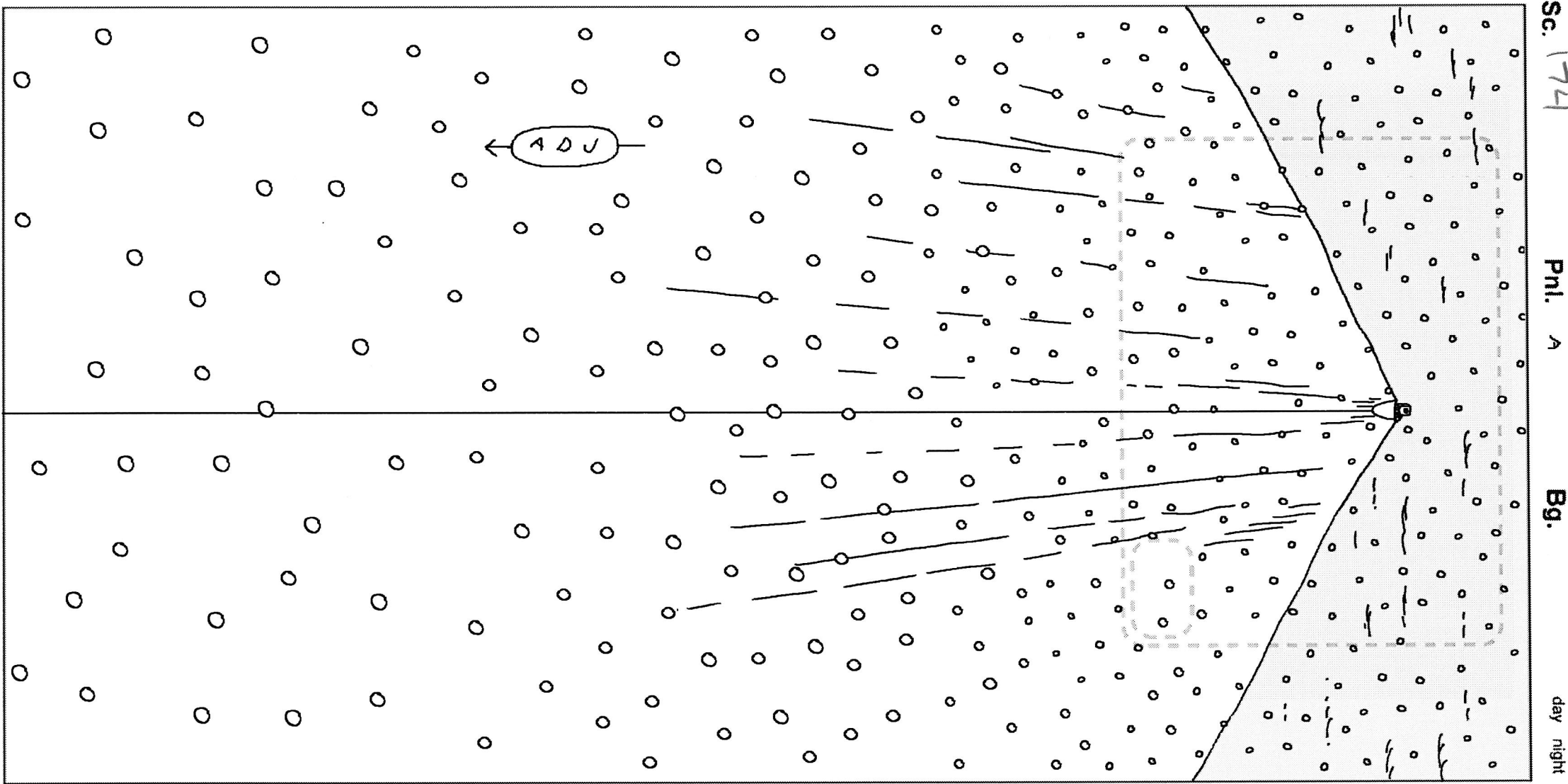


Dialog:
Action:
Timing:

EPISODE # 1034-228

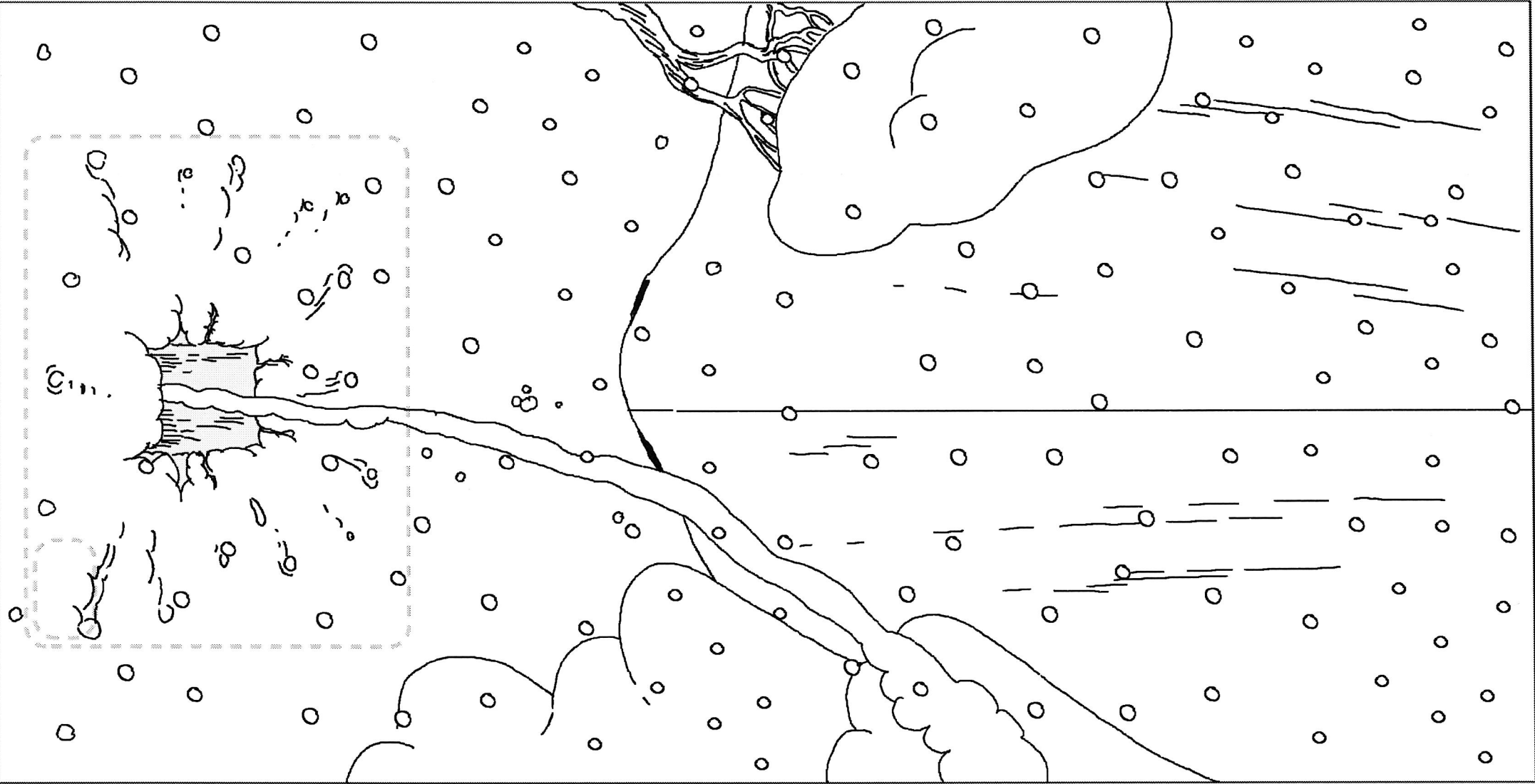
Production :

ADVENTURE TIME



Production : 1034-228 EPISODE # 827

ADVENTURE TIME



Sc. 174

Pl. 8

Bg.

day night

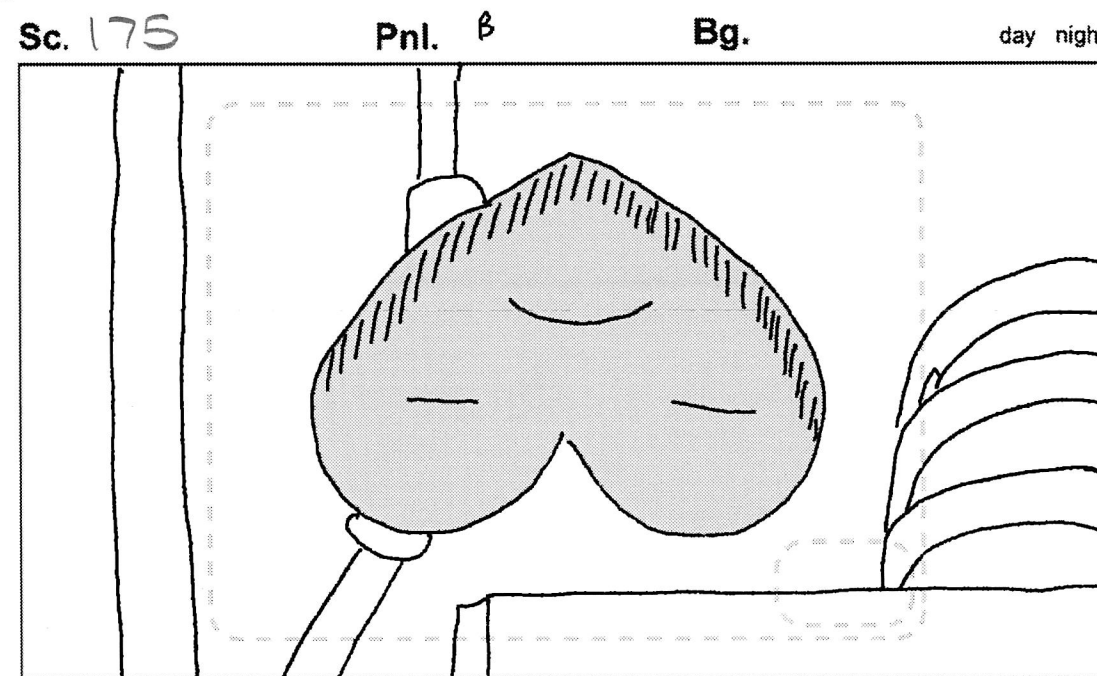
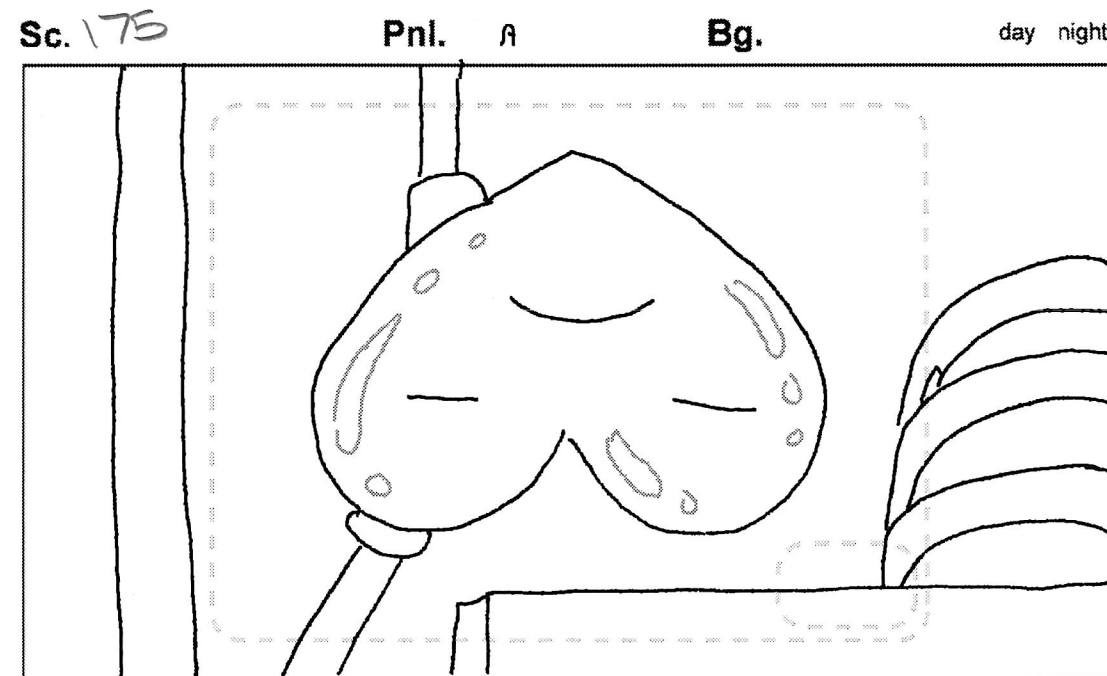
Production : 1034-228 EPISODE #

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ADVENTURE TIME



Page 237



Dialog:

Action:

AMO'S GOLDEN HEART

GOES GREY.

Timing:

THIS CAN GET CUT, BUT I LIKE SHOWING THAT AMO HAS
A GOLD HEART LIKE BMO DOES. ALSO HE CAN TOTALLY
BE TURNED BACK ON. - S.W.

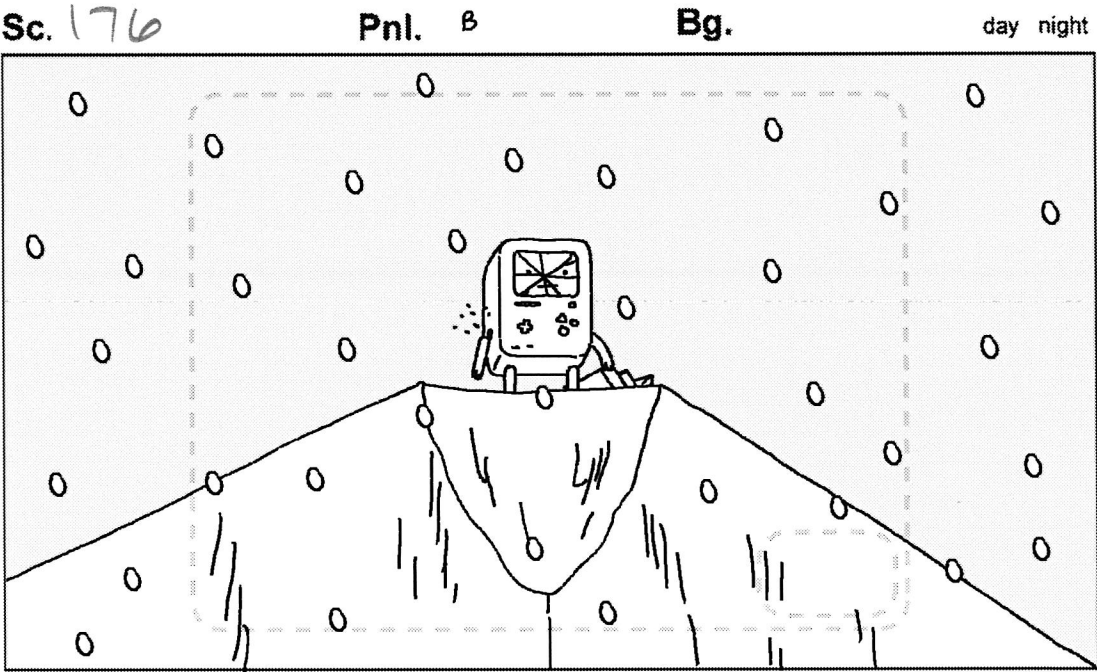
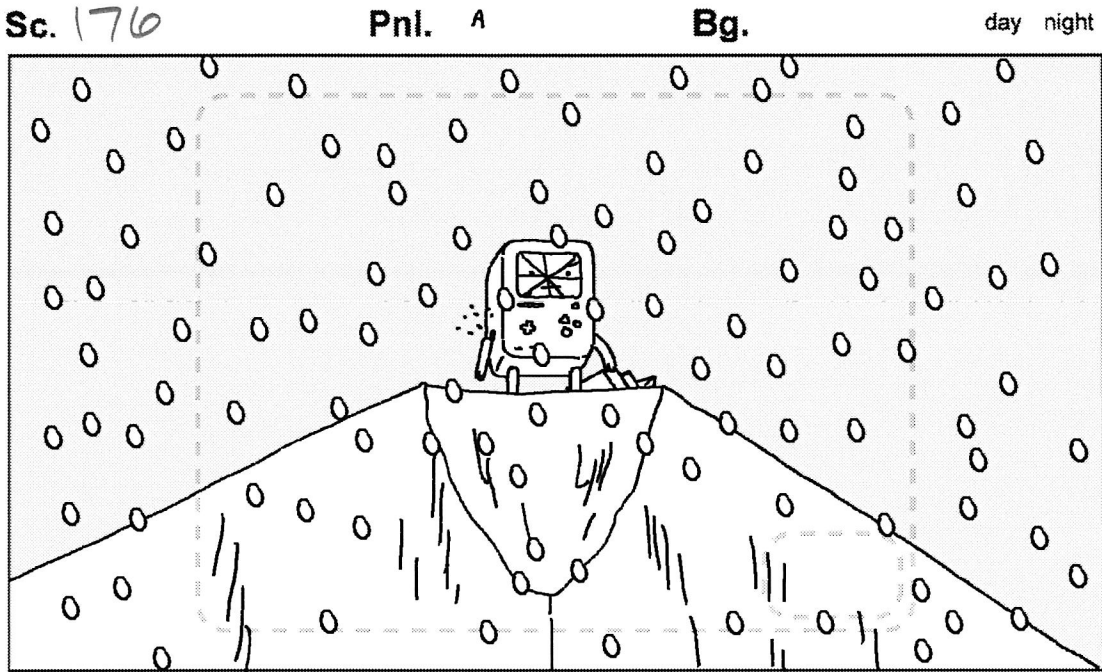
1034-228

EPISODE #

Production :

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ADVENTURE TIME



Dialog:
Action:
Timing:

1034-228

EPISODE #

Production :

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ADVENTURE TIME

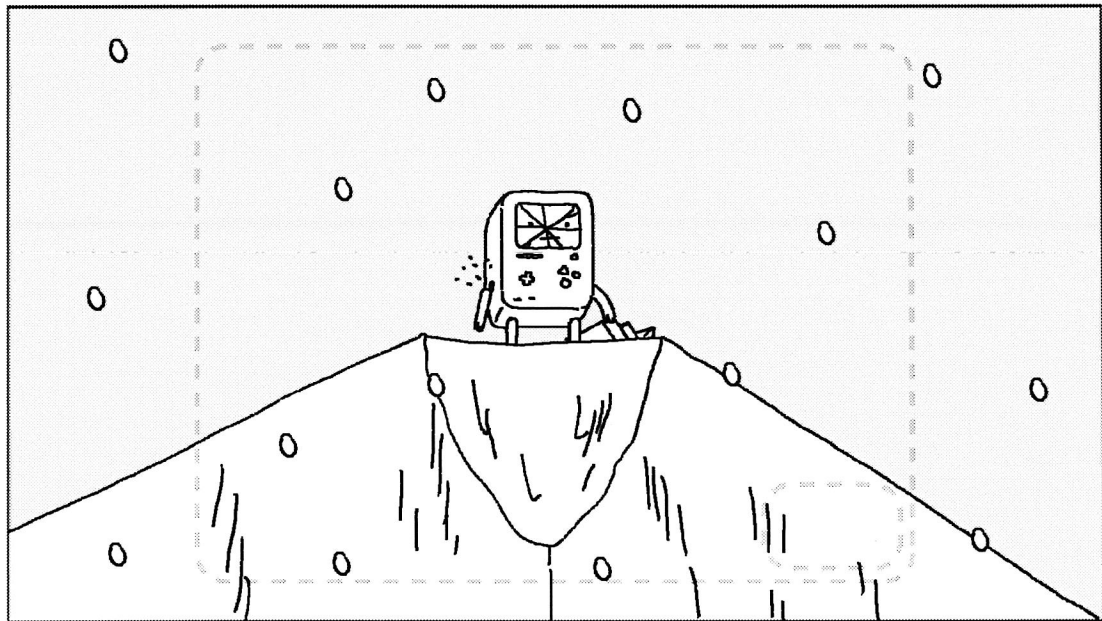


Sc. 176

Pnl. c

Bg.

day night

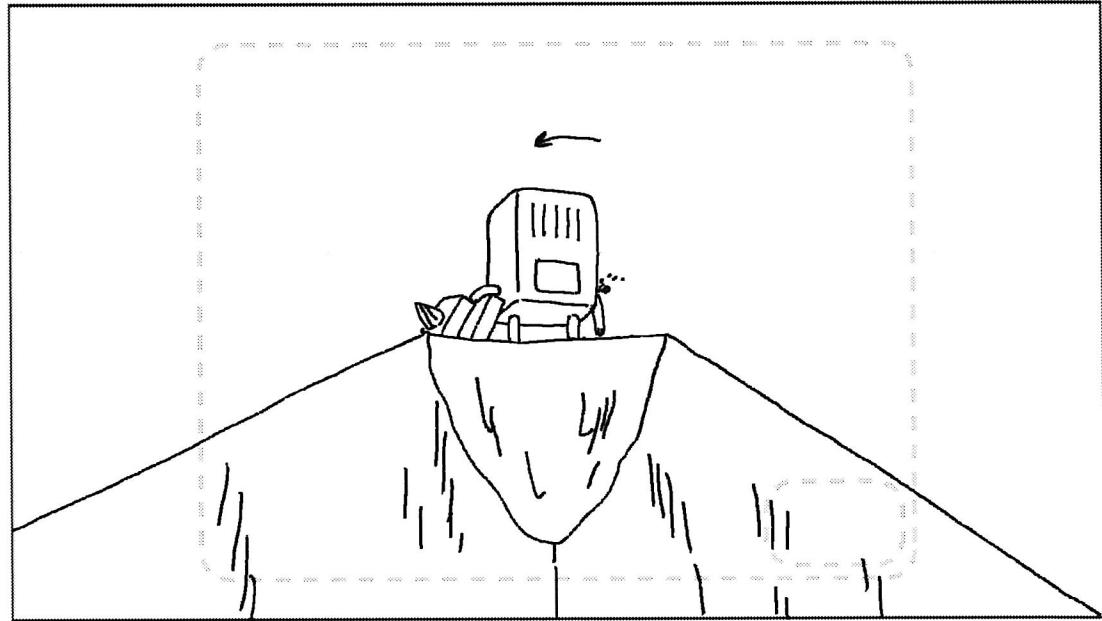


Sc. 176

Pnl. d

Bg.

day night



Dialog:
<p>(F) (o.s.) BMO?</p>
Action:
Timing:

1034-228

EPISODE #

Production :

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ADVENTURE TIME

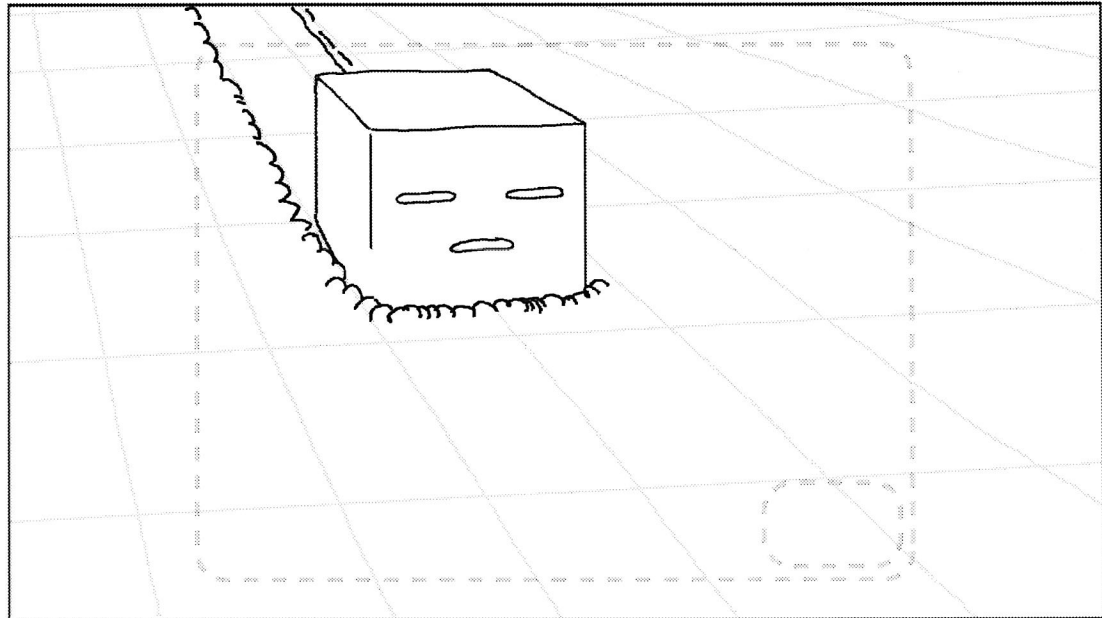


Sc. 177

Pnl. A

Bg.

day night

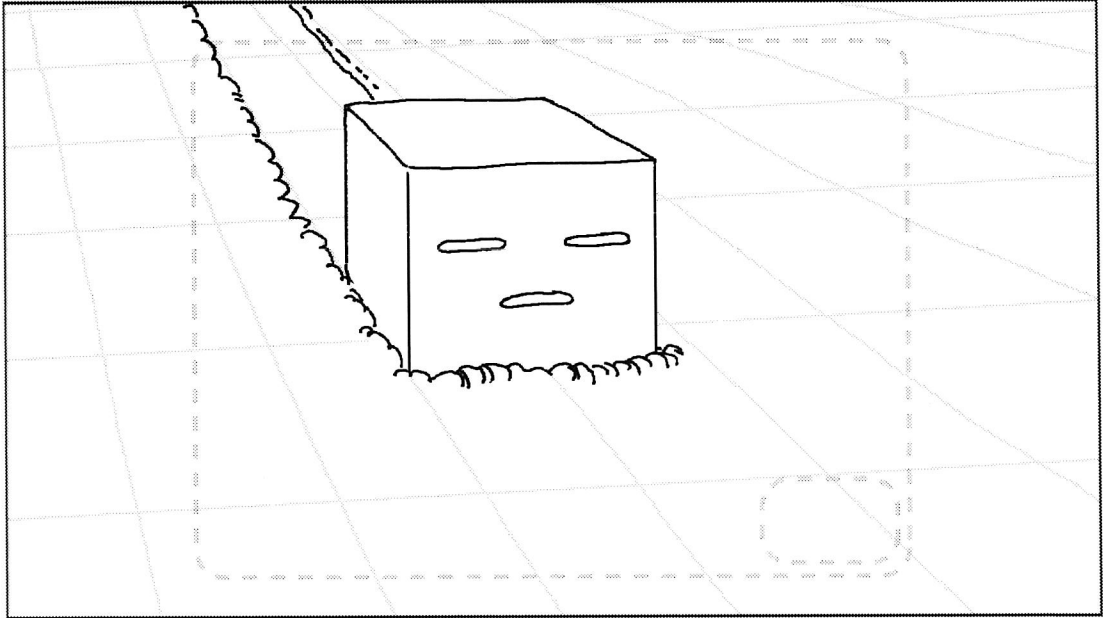


Sc. 177

Pnl. B

Bg.

day night



Dialog:
Action:
Timing:

EPISODE # 1034-228
Production :

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ADVENTURE TIME



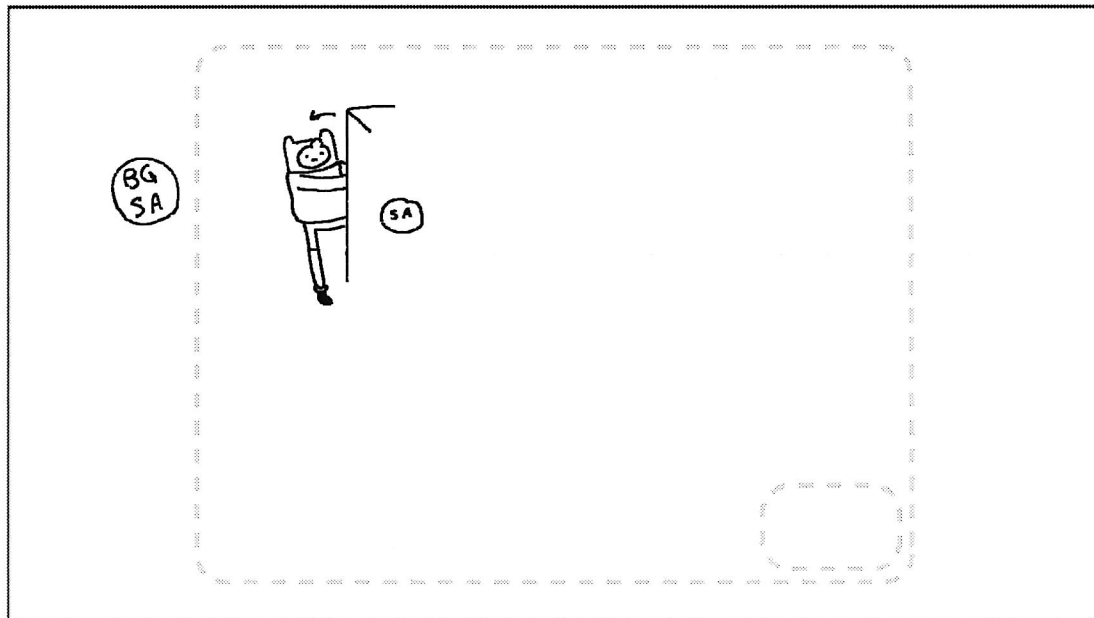
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Sc. 177

Pnl. c

Bg.

day night

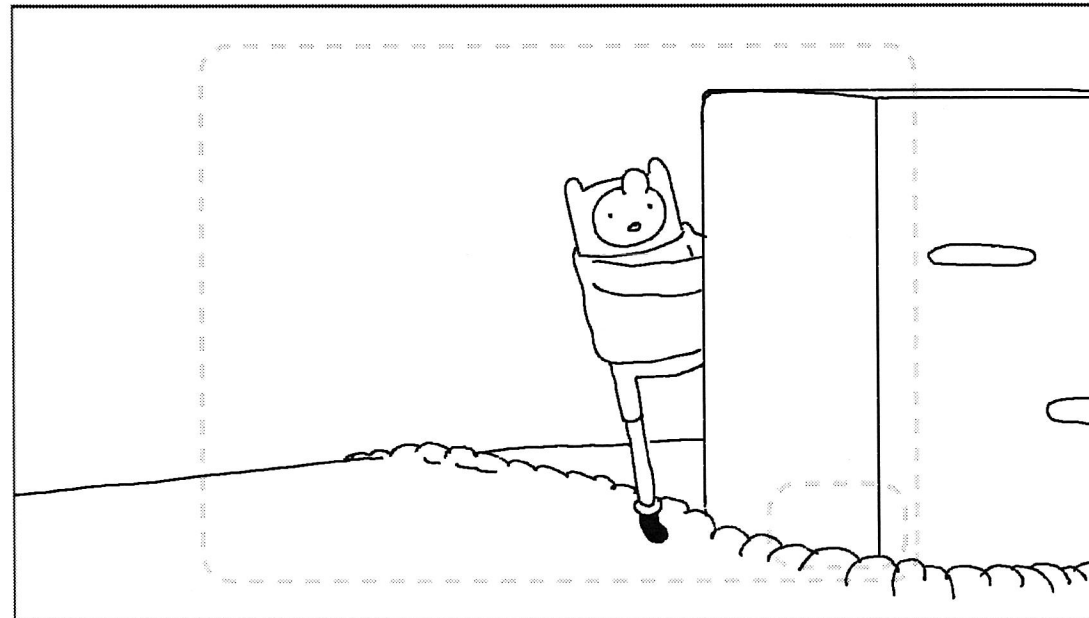


Sc. 178

Pnl. A

Bg.

day night



Dialog:

(F) HEY.

Action:

Timing:

1034-228

EPISODE #

Production :

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ADVENTURE TIME



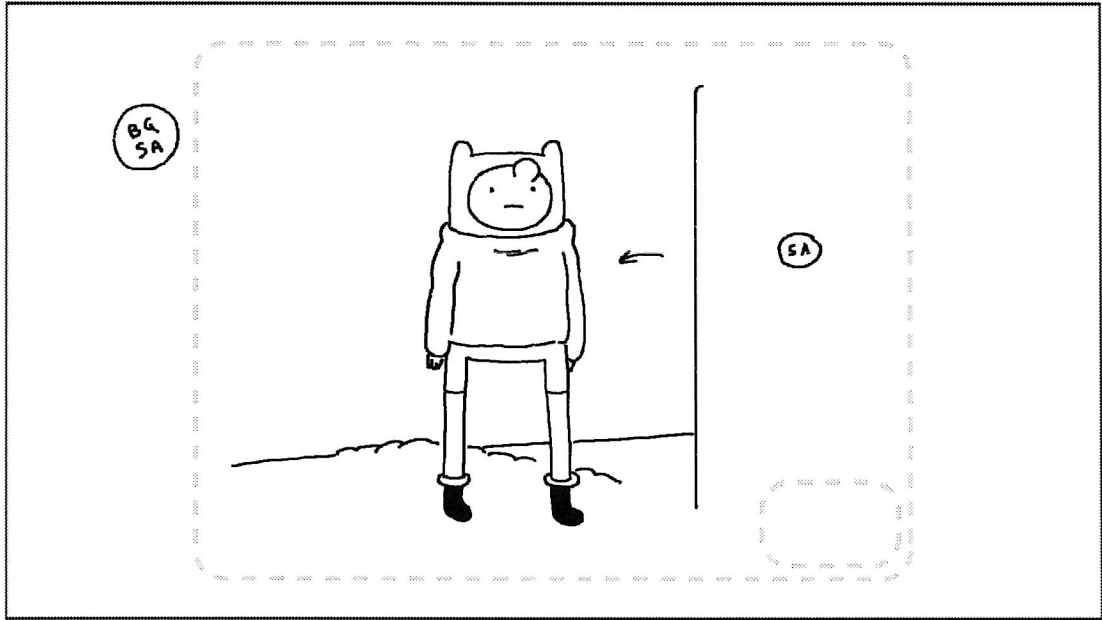
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Sc. 178

Pnl. B

Bg.

day night

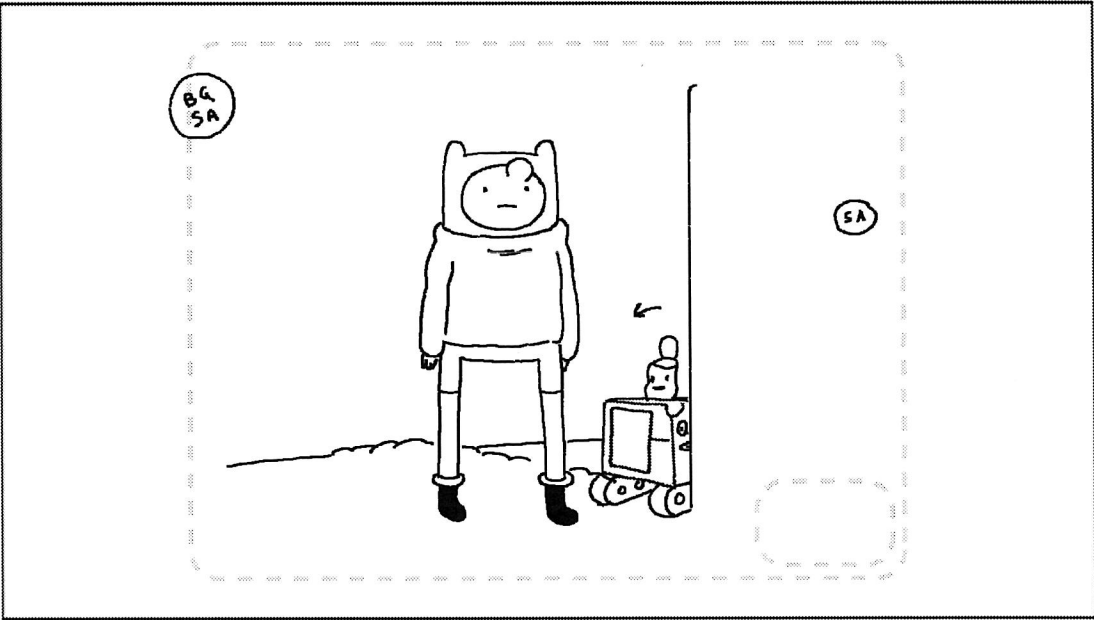


Sc. 178

Pnl. C

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

1034-228

ADVENTURE TIME



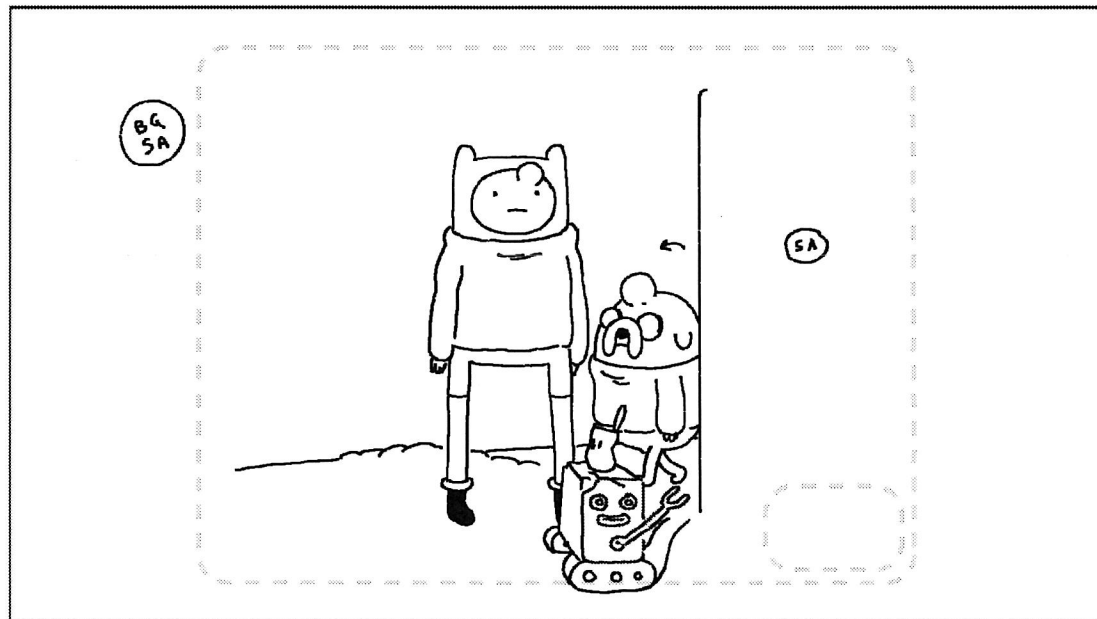
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Sc. 178

Pnl. D

Bg.

day night

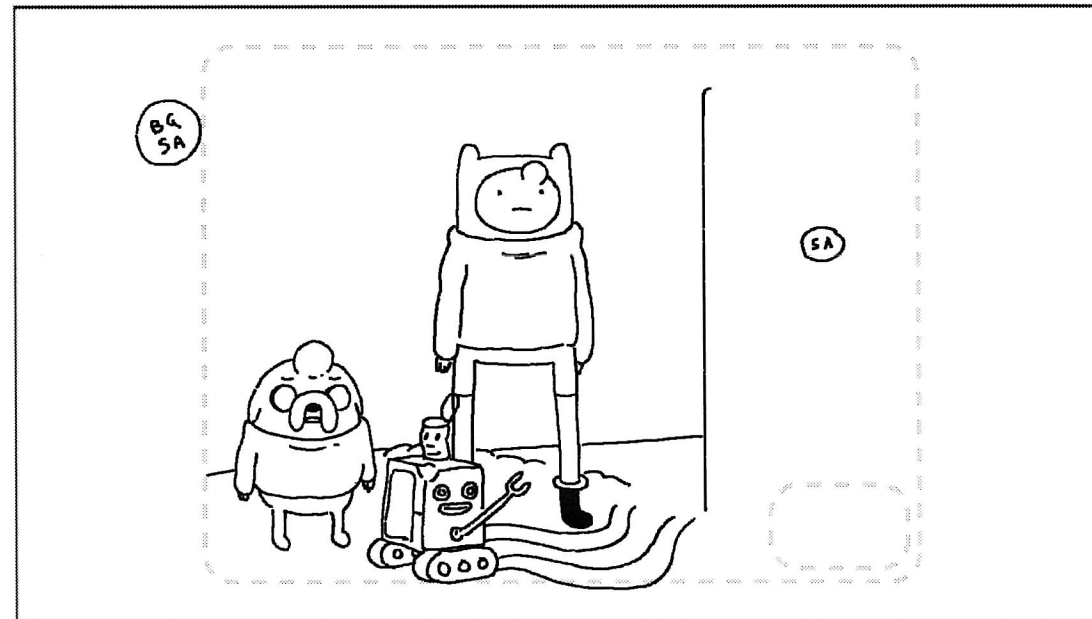


Sc. 178

Pnl. E

Bg.

day night



Dialog:

J HEY?

Action:

Timing:

EPISODE #

Production :

1034-228

ADVENTURE TIME



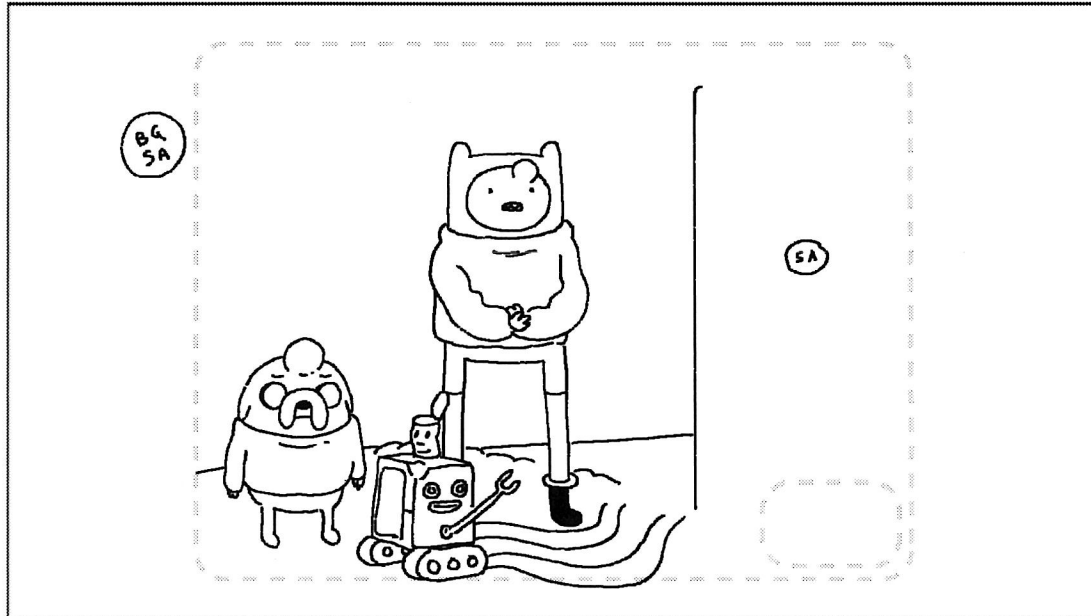
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Sc. 178

Pnl. F

Bg.

day night

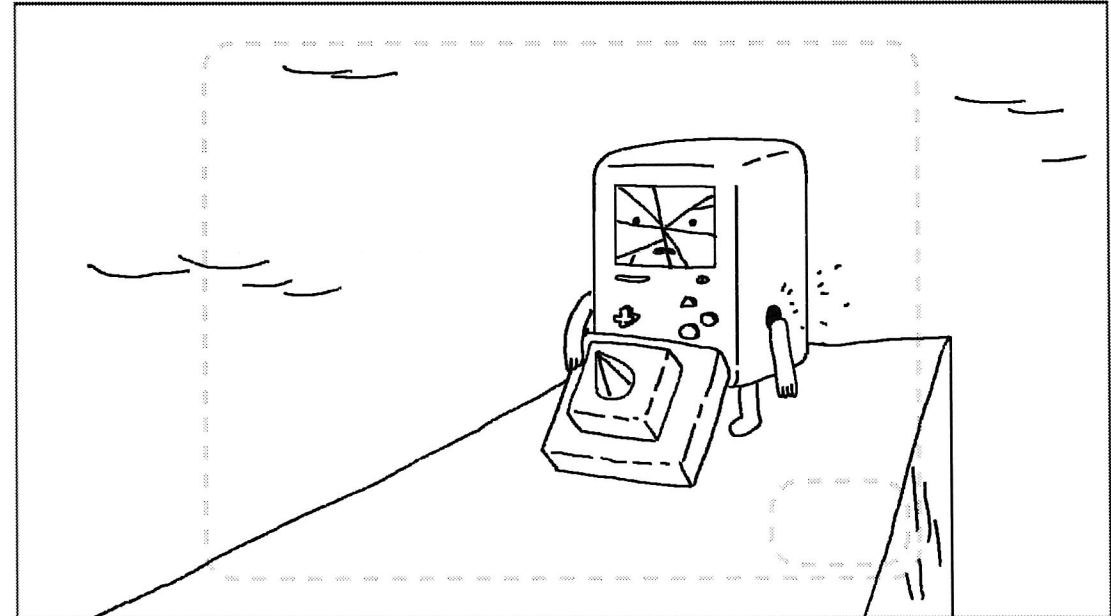


Sc. 179

Pnl. A

Bg.

day night



Dialog:

(F) WE CAUGHT THE TAIL END
OF WHAT HAPPENED. ARE

(BMO) I DON'T KNOW.

Action: YOU OKAY?

DEAD SOUNDING.

Timing:

EPISODE #

1034-228

Production :

ADVENTURE TIME

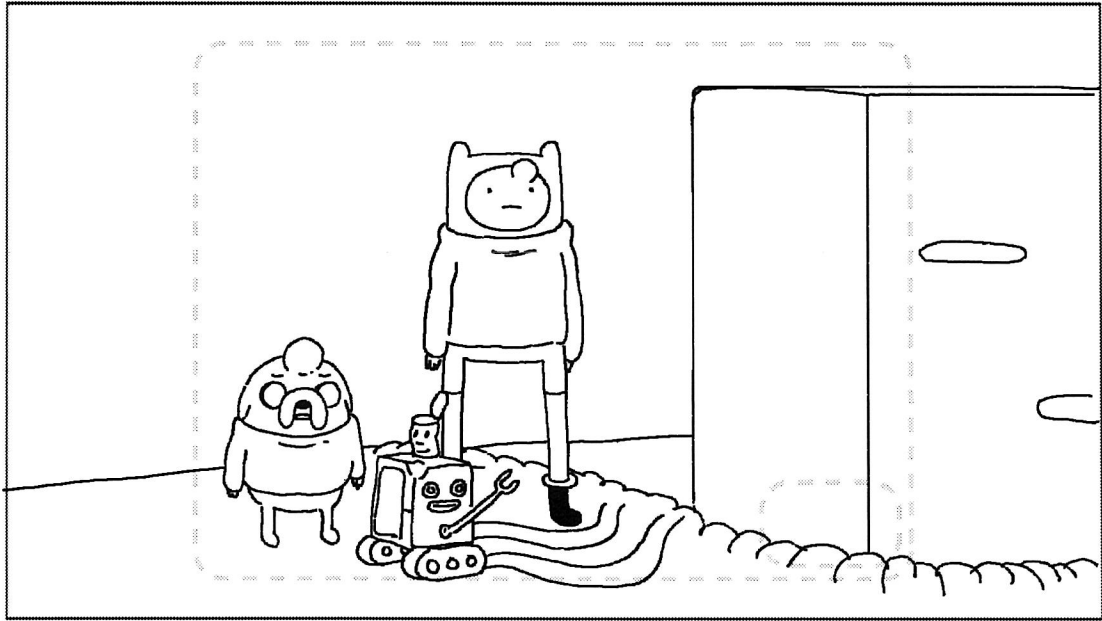


Sc. 180

Pnl. A

Bg.

day night

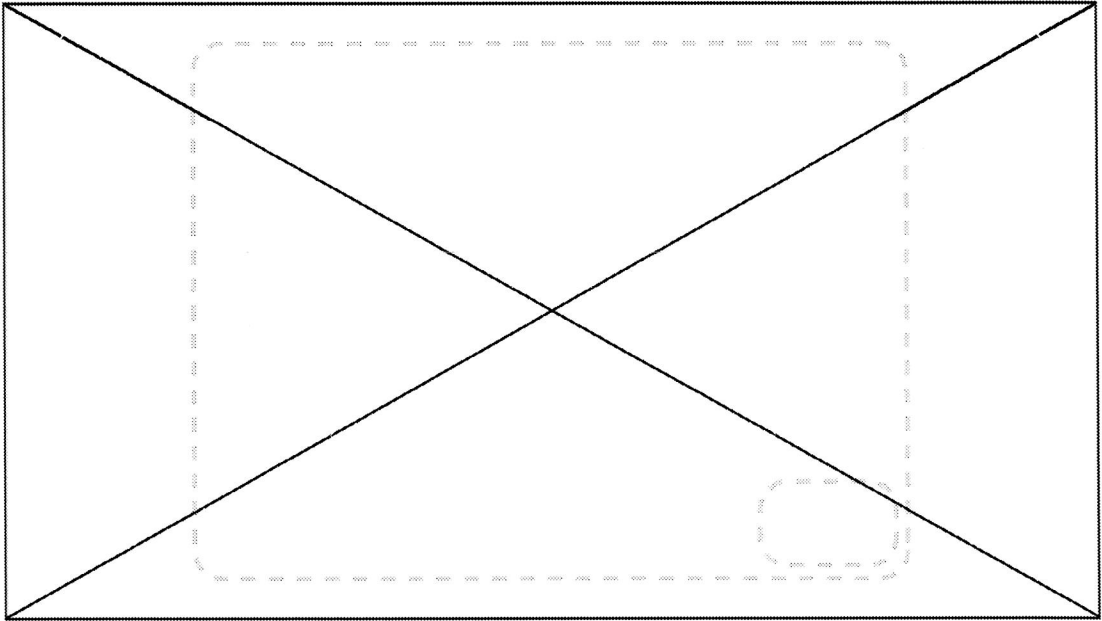


Sc.

Pnl.

Bg.

day night



Dialog:	<u>J</u> I DON'T LIKE <u>THAT</u> .
Action:	
Timing:	

EPISODE # 1034-228
Production :

ADVENTURE TIME

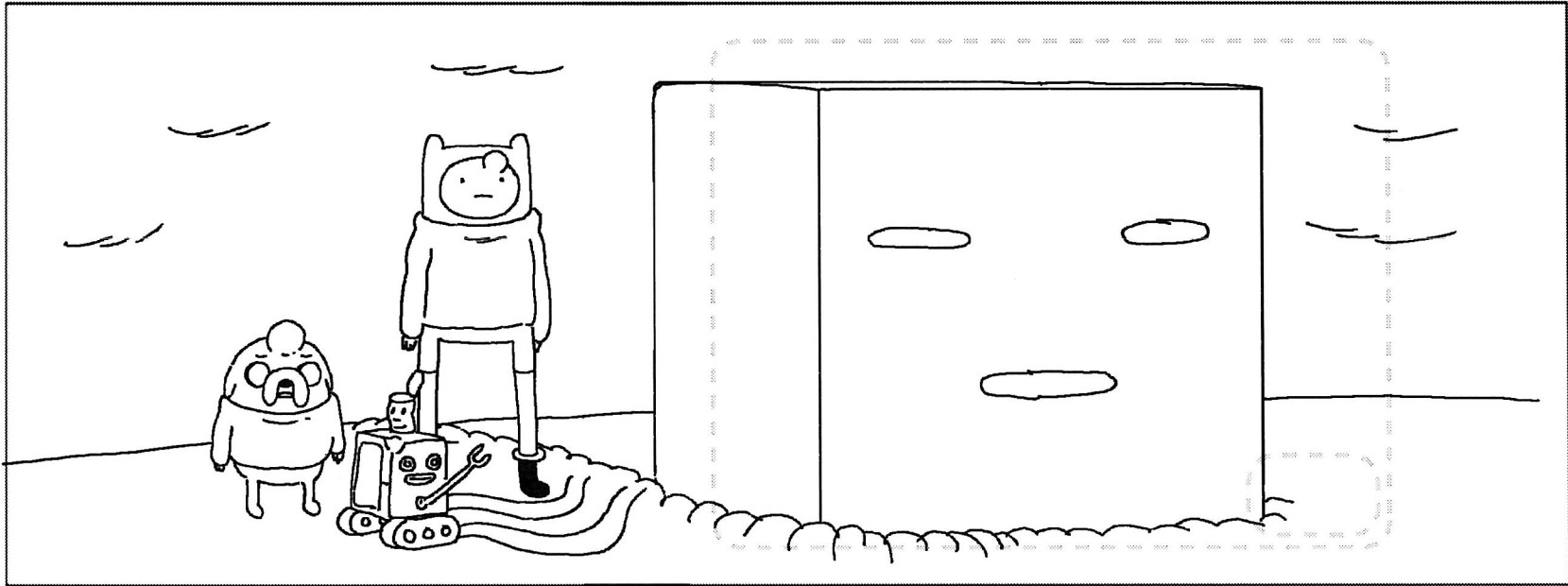


Sc. 180

Pnl. B

Bg.

day night



Dialog:

(mos)

BMO , WILL YOU LIVE WITH US
BACK AT THE FACTORY? WITH

Action:

MOE GONE , YOU CAN BE OUR
LEADER

Timing:

EPISODE #

1034-228

Production :



ADVENTURE TIME

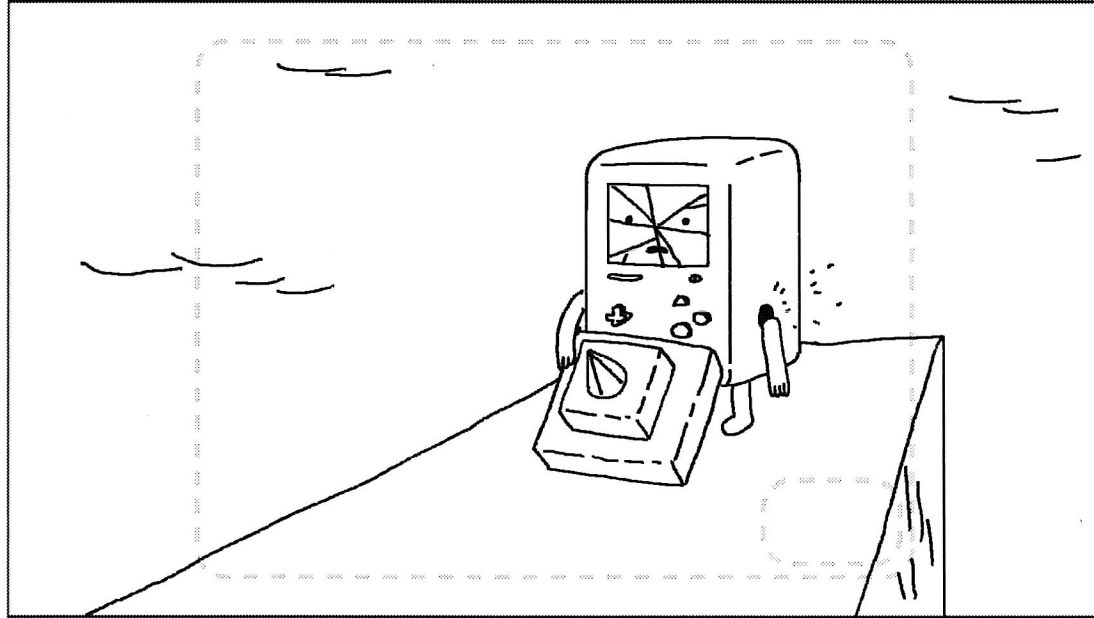
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Sc. 181

Pnl. A

Bg.

day night

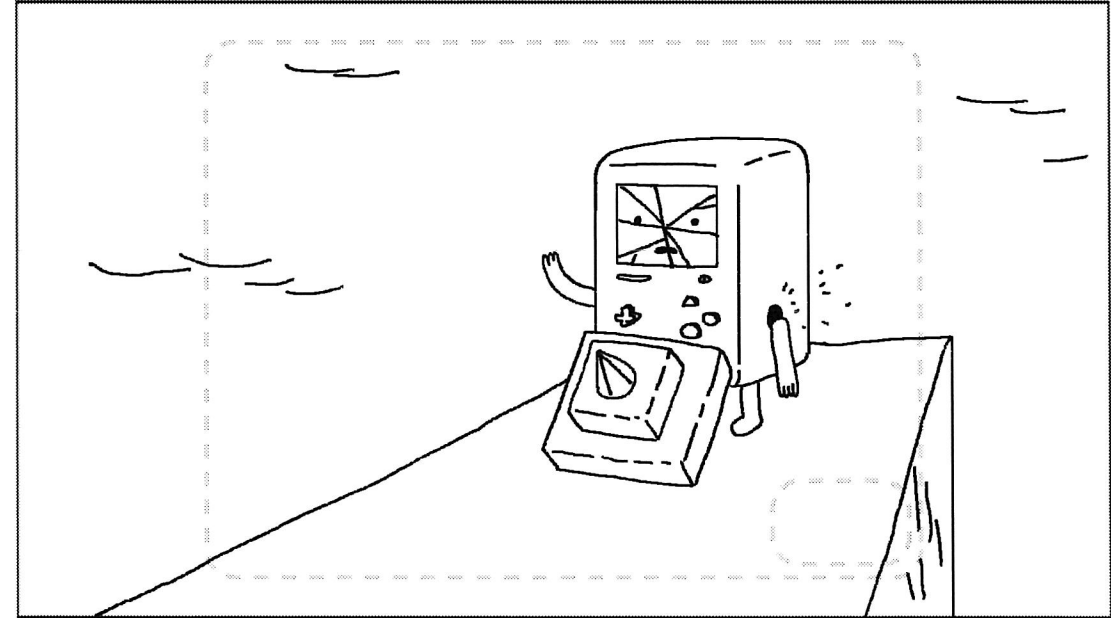


Sc. 181

Pnl. B

Bg.

day night



Dialog:

BMO I .. NO I DON'T
THINK I CAN. I'M
NOT GROWN UP, OR I'M
TOO GROWN UP NOW, I DON'T
KNOW.

Act

I THINK I JUST KILLED
SOMEONE.

Tim

↑
STILL
KIND OF
STUNNED,
MONOTONE.

BMO I NEED TO HAVE
SOME TIME ALONE,

EPISODE #

1034-228

Production :

ADVENTURE TIME



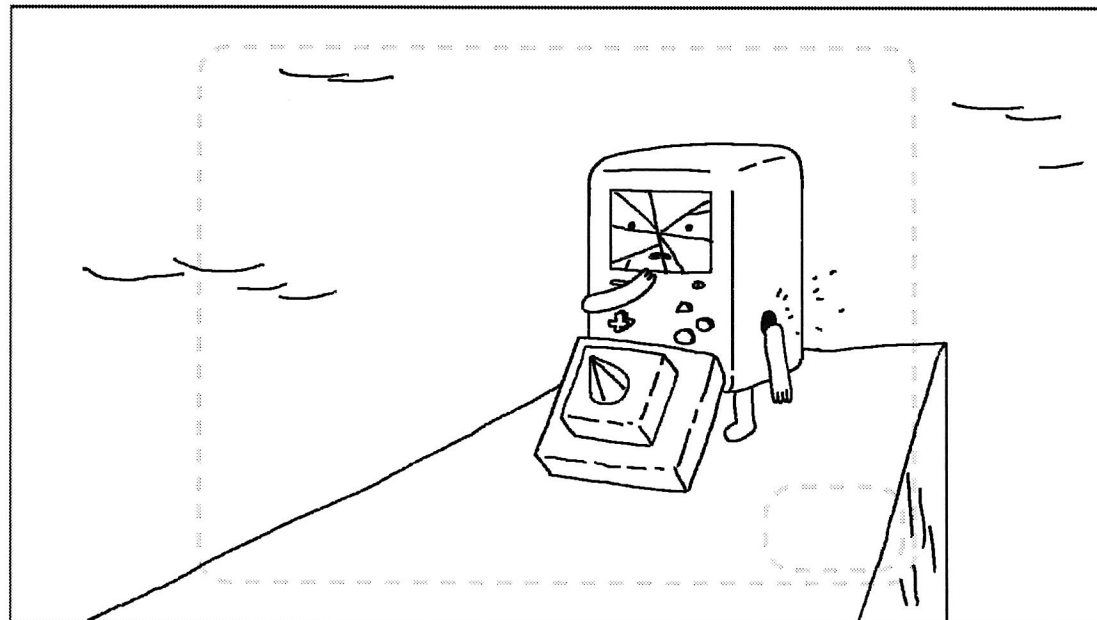
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Sc. 181

Pnl. C

Bg.

day night

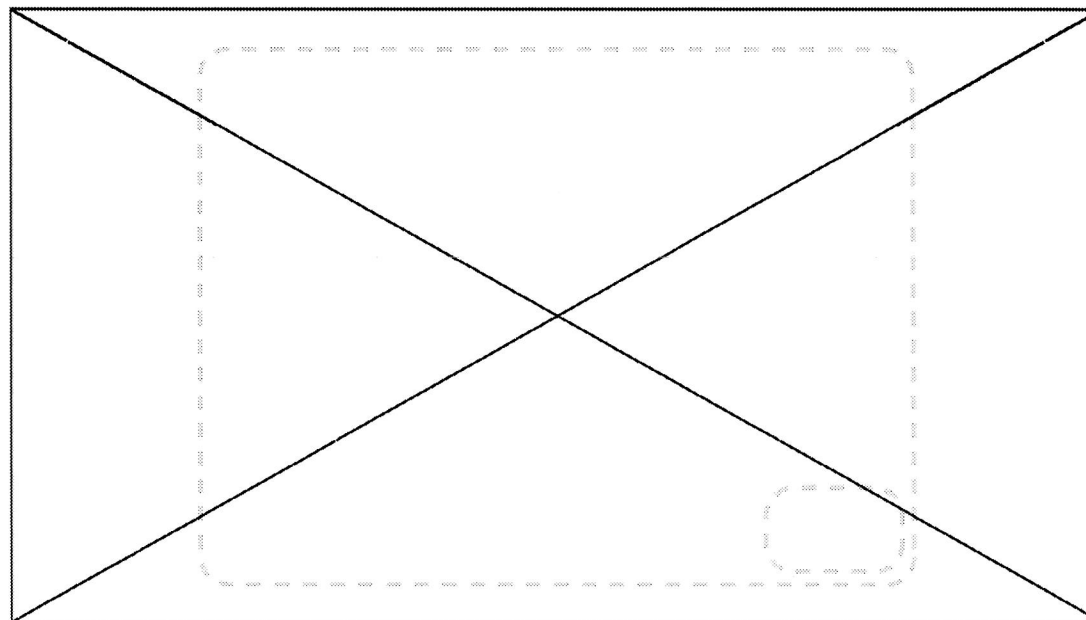


Sc.

Pnl.

Bg.

day night



Dialog:

BMO BUT YOU'RE ALL REALLY
NICE. I'M SORRY.

Action:

Timing:

EPISODE #

Production :

1034-228

ADVENTURE TIME



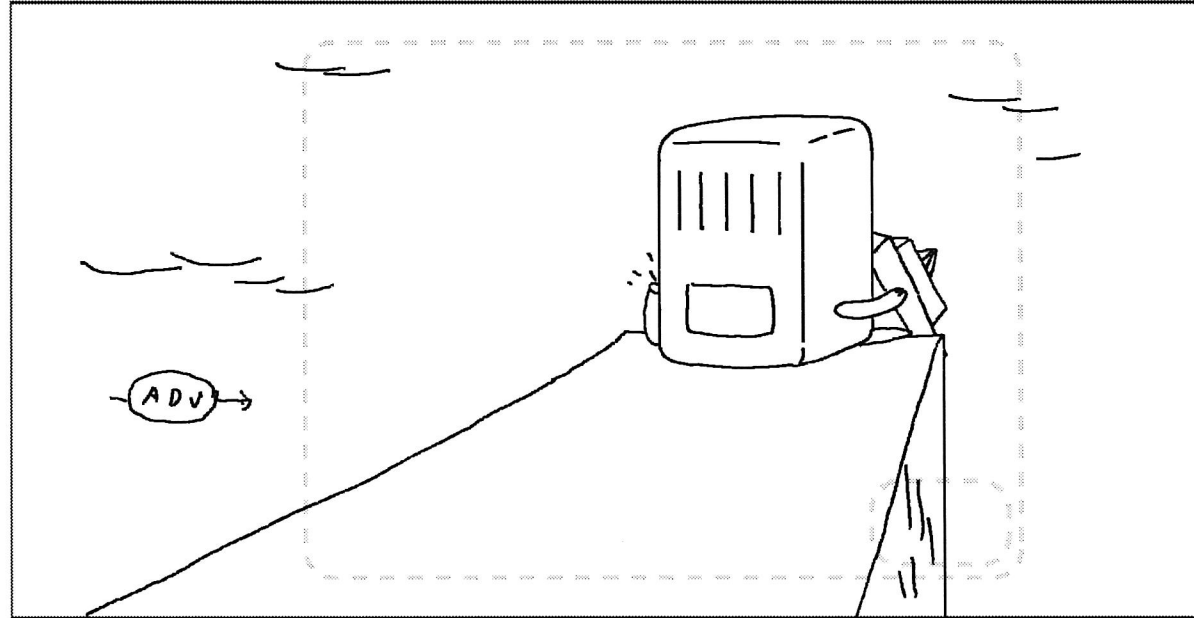
Page 249

Sc. 181

Pnl. D

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

1034-228

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ADVENTURE TIME

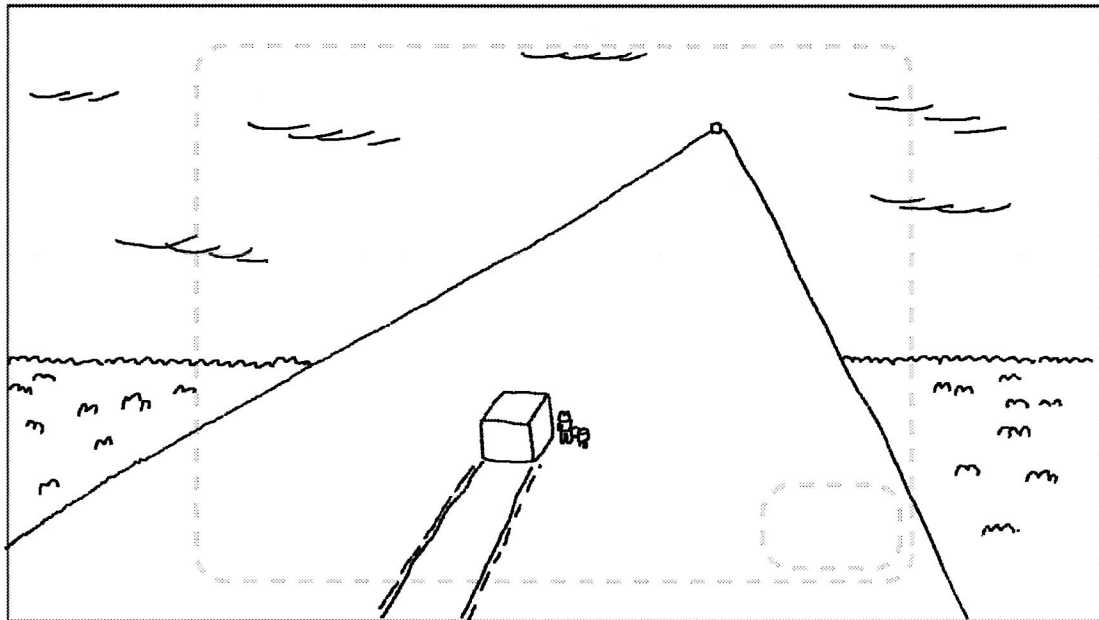


Sc. 182

Pnl. A

Bg.

day night

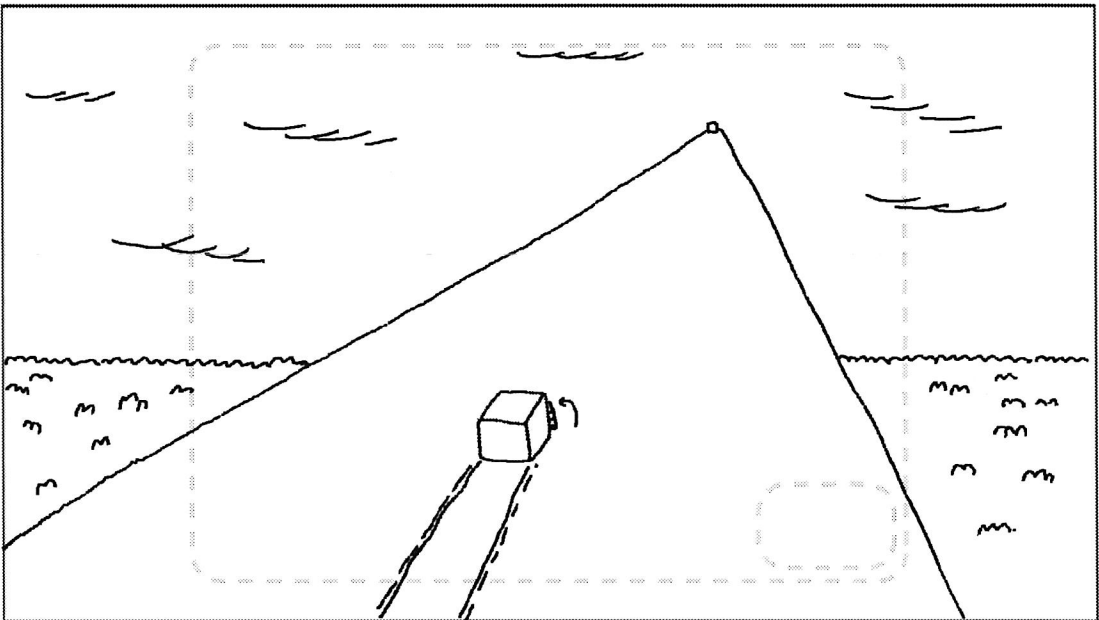


Sc. 182

Pnl. B

Bg.

day night



Dialog:
Action:
Timing:

1034-228

EPISODE #

Production :

ADVENTURE TIME

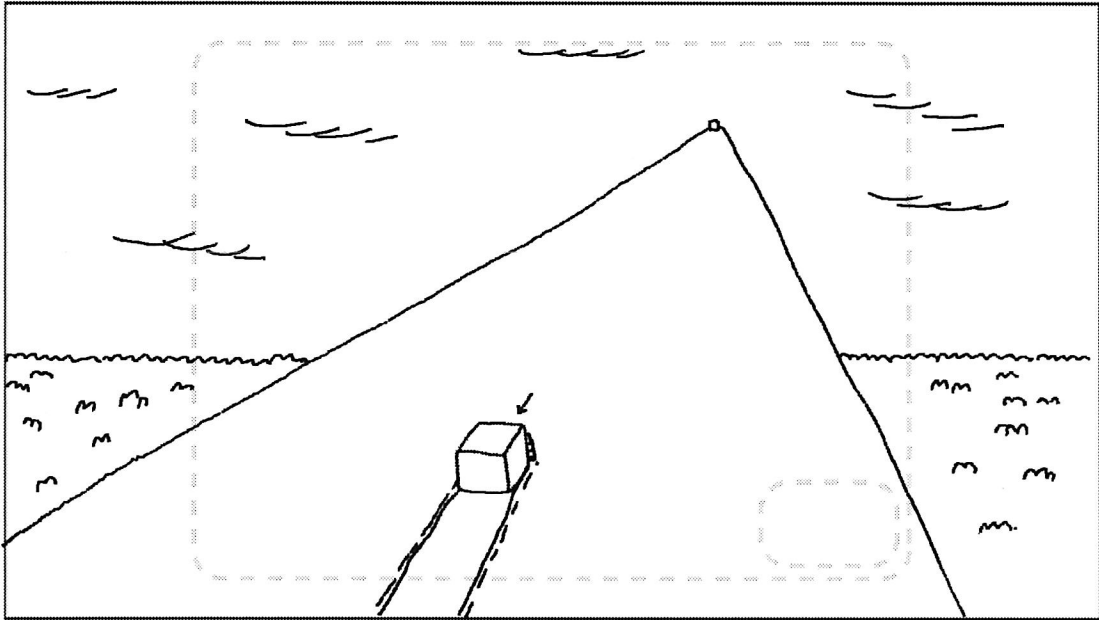


Sc. 182

Pnl. ^c

Bg.

day night

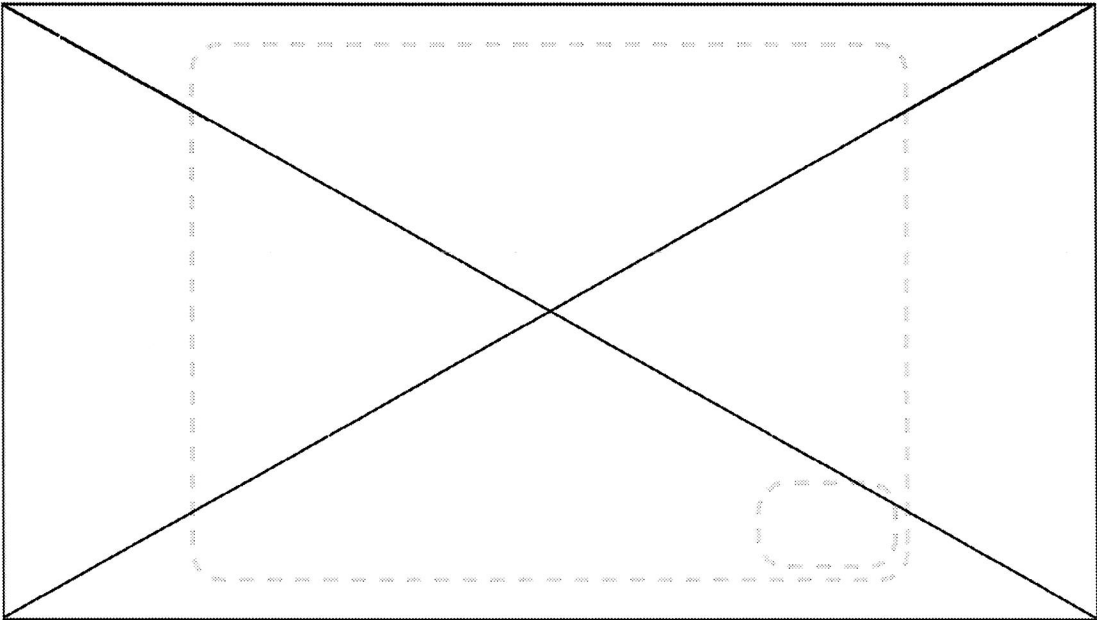


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

SLOWLY STARTS PUSHING
THE CUBE DOWN THE HILL.

Timing:

EPISODE #

Production :

1034-228

ADVENTURE TIME



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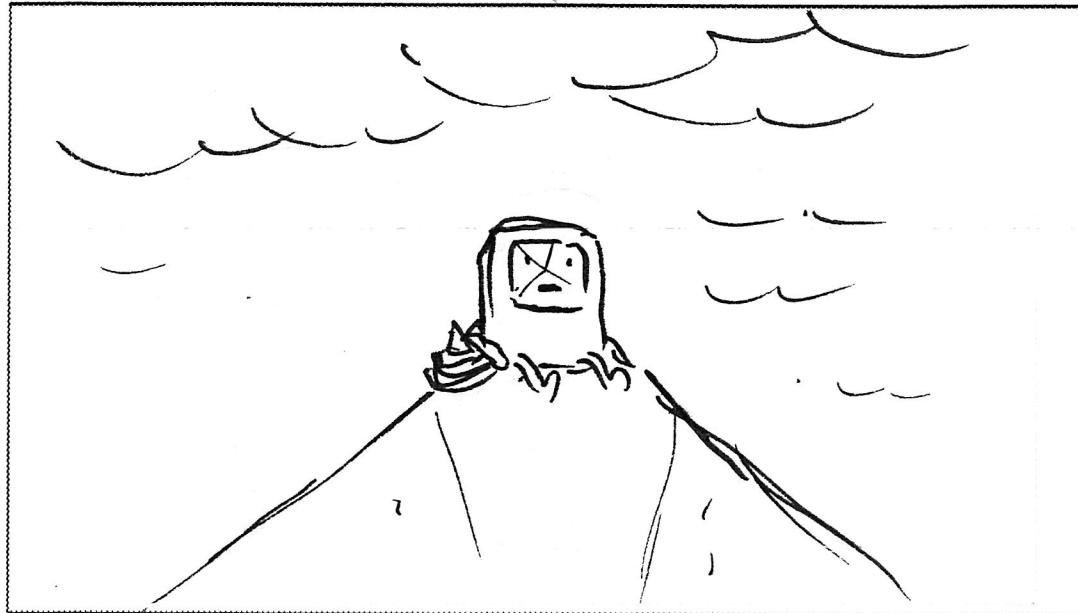
Sc. 183

Pnl.

A

Bg.

day night



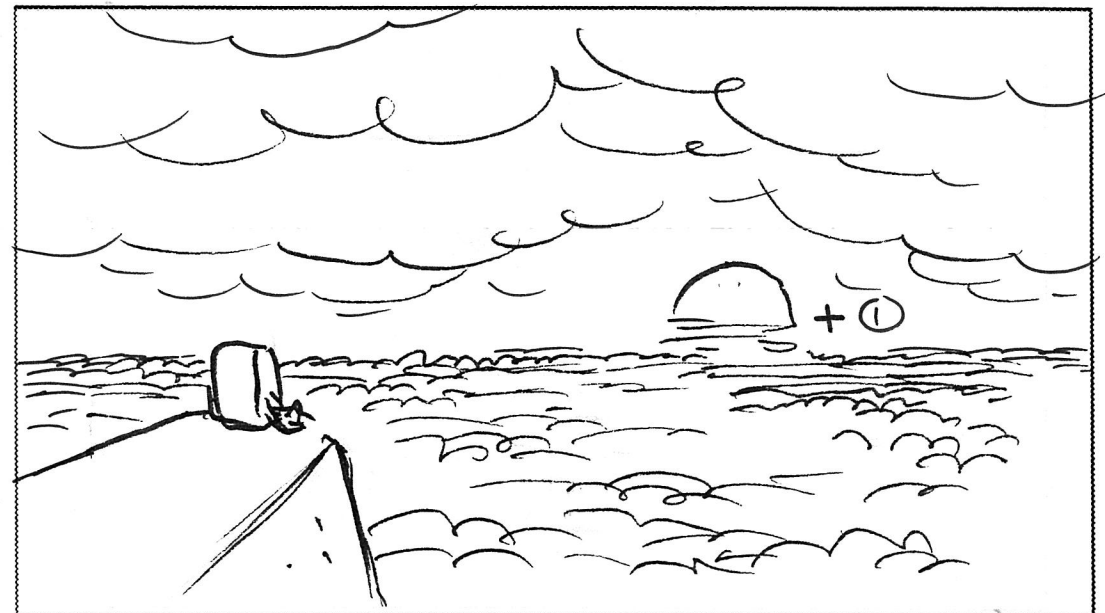
Sc. 184

Pnl.

A

Bg.

day night



1034-228

EPISODE #

Production :

Dialog:

BMO That was
the craziest
thing that
ever happened...

- BEAT -

Action:

- Sun sets

Timing:



ADVENTURE TIME



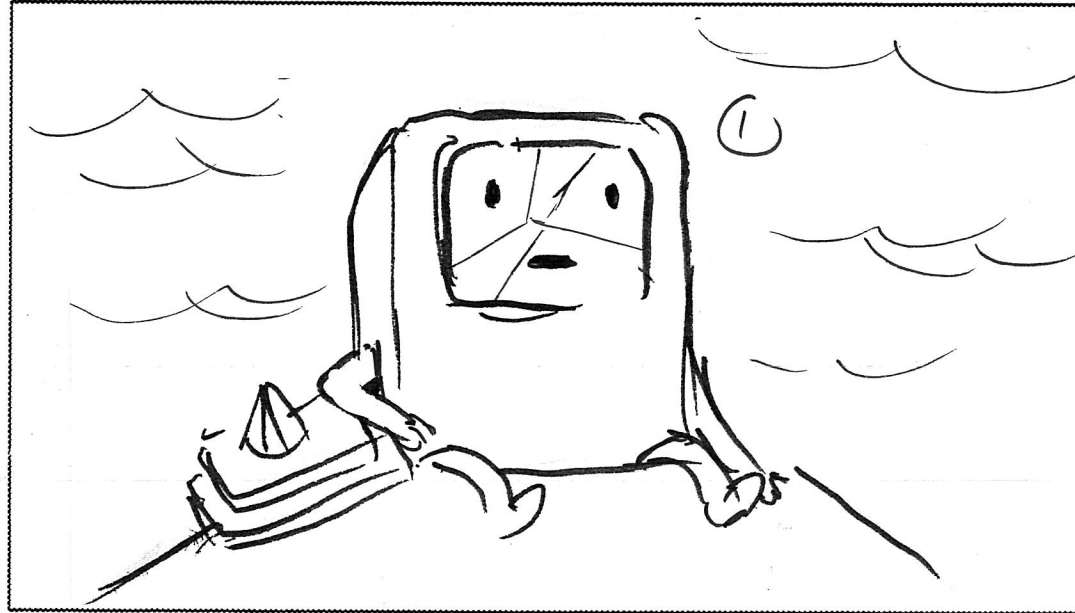
Page 253

Sc. 185

Pnl. A

Bg.

day night

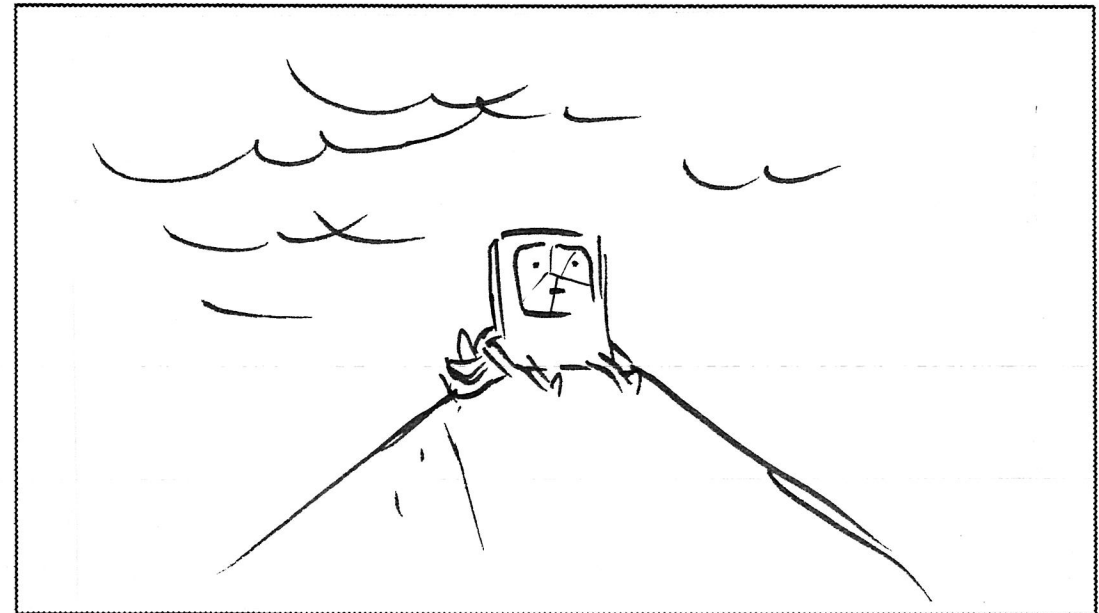


Sc. 186

Pnl. A

Bg.

day night



Dialog:

(BMO) ^① But I guess,
after all that,

Action:

[DEEP VOICE MAN IMPRESSION]:

Timing:

② I DO FEEL A
BIT MORE GROWN.

(BMO) → *Exhale*



EPISODE # 1034-228

Production :

ADVENTURE TIME



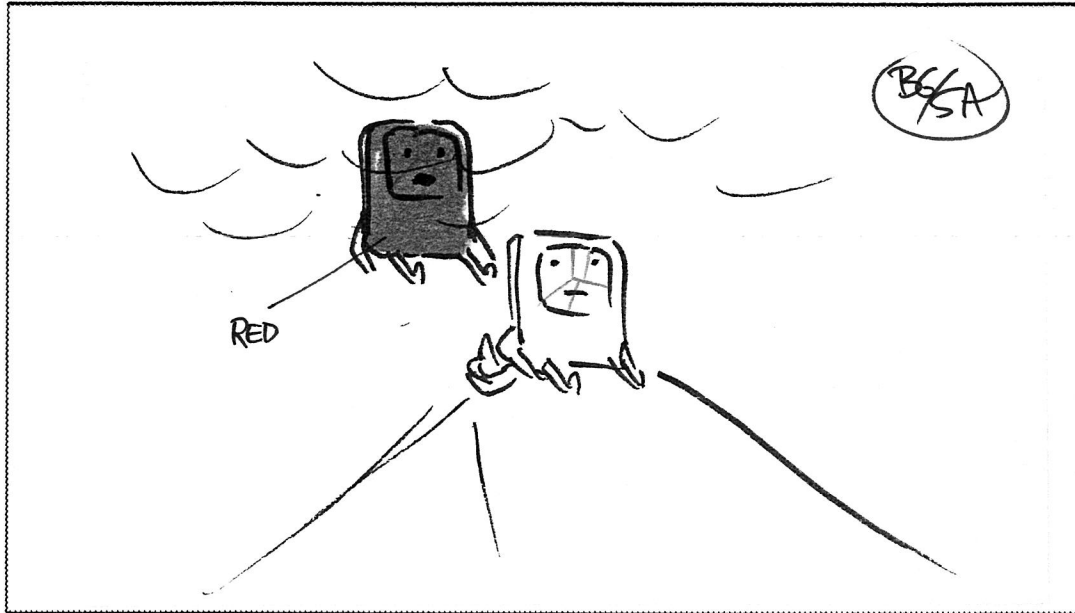
Page 251

Sc. 186

Pnl. B

Bg.

day night

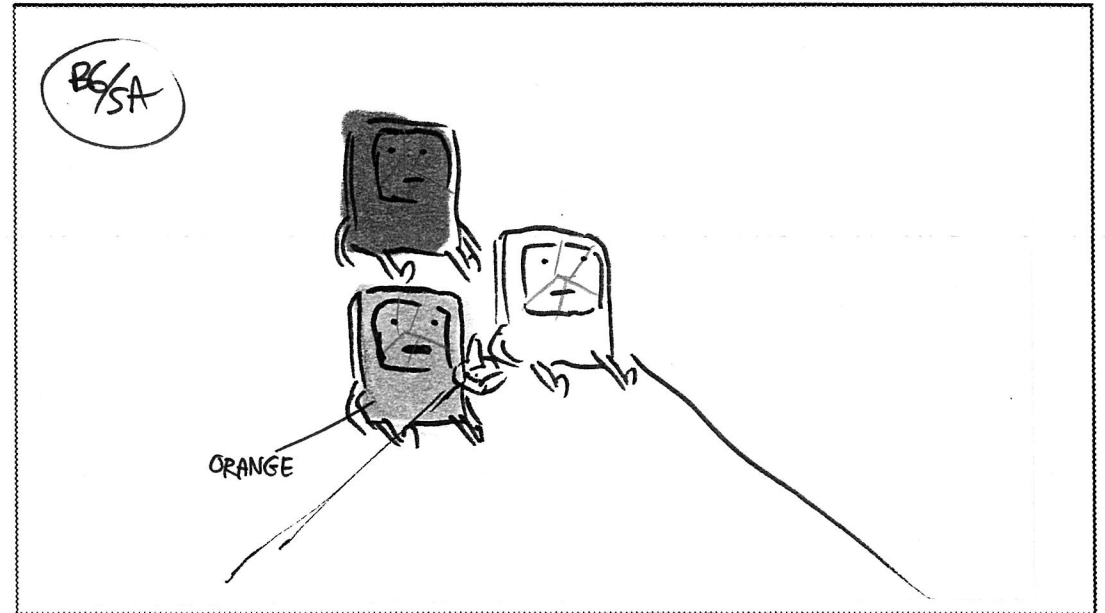


Sc. 186

Pnl. C

Bg.

day night



Dialog:

(BMO RED) still monologue
(not dialogue, ie- one continuous voice)

(BMO ORANGE)

so who knows
if I'll ever grow
up at all.

Action:

Except that the
mission was
just a made up

Timing:

lie,

- Rainbow of transparent BMO's begins to appear.

1034-228

EPISODE #

Production :

ADVENTURE TIME



Page 255

Sc. 186

Pnl. D

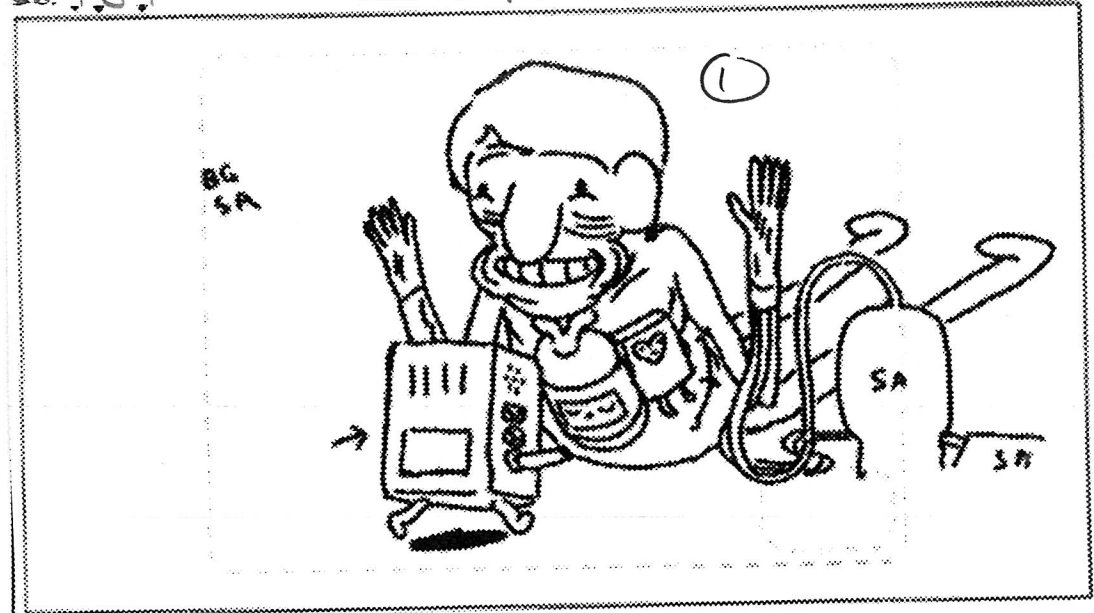
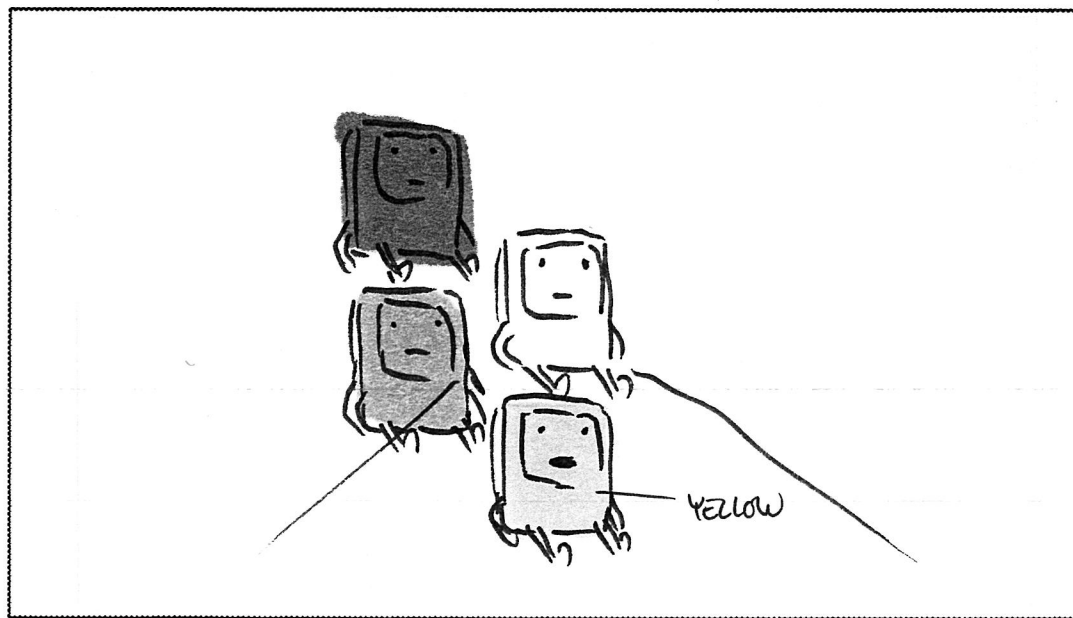
Bg.

day night

Sc. 187

Pl. A

Bg.



Dialog:

BMO
Yellow

→ And MOE is
gone now..

Action:

Timing:

BMO
Yellow
V.O.

→ so if there's
anything he
— wanted to teach
me, it better be
— in me already.

[reuse "BE MORE" footage]



EPISODE #
1034-228

Production :

ADVENTURE TIME



Page 256

Sc. 188 Pnl. A Bg. day night

Sc. 188 Pnl. B Bg. day night

Dialog:	<p>BMO: GREEN → I guess all I can do is</p>	<p>BMO: BLUE → except... that's what AMO did,</p>
Action:	<p>listen to the heart MOE gave me.</p>	<p>and he turned out bad.</p>
Timing:		<p>ALT: repulsive</p>

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EPISODE #
Production :

ADVENTURE TIME



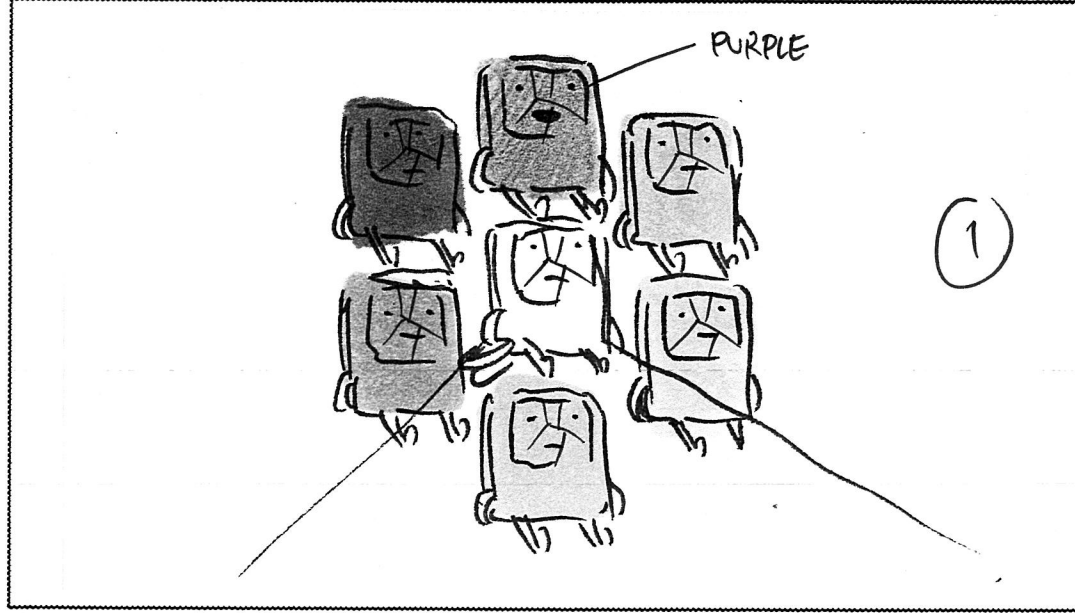
Page 257

Sc. 188

Pnl. C

Bg.

day night

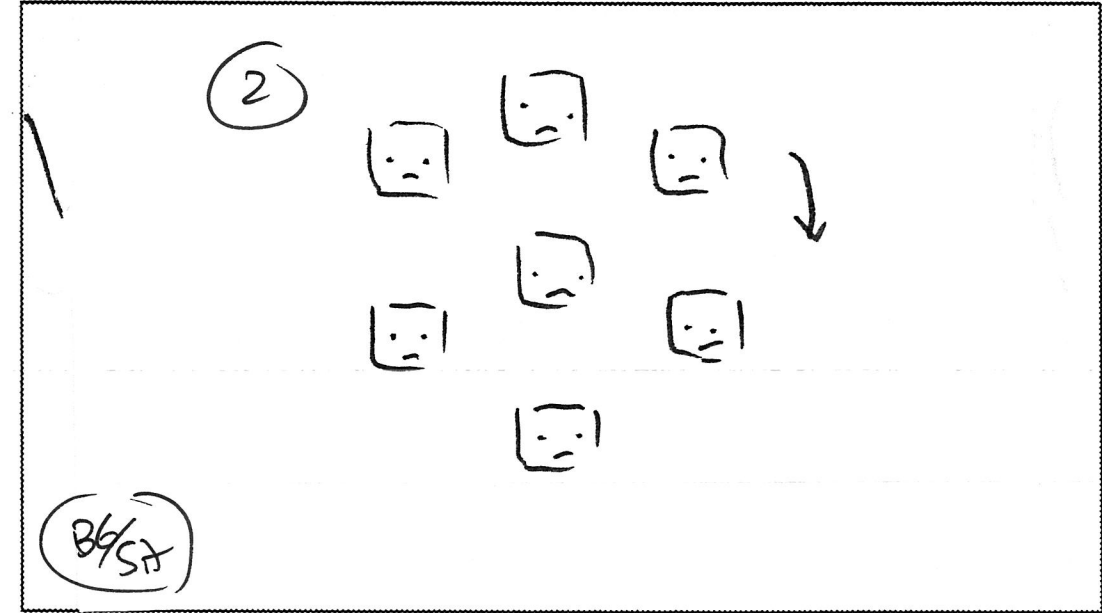


Sc. 188

Pnl. D

Bg.

day night



Dialog:

BMO.
PURPLE.

→ ① and Moe made
both of us, so
what if I turn
out bad too? ②

Action:

- BMO's all look down in identical
disappointment.

Timing:

ALT: repulsive

1034-228

EPISODE #

Production :

ADVENTURE TIME



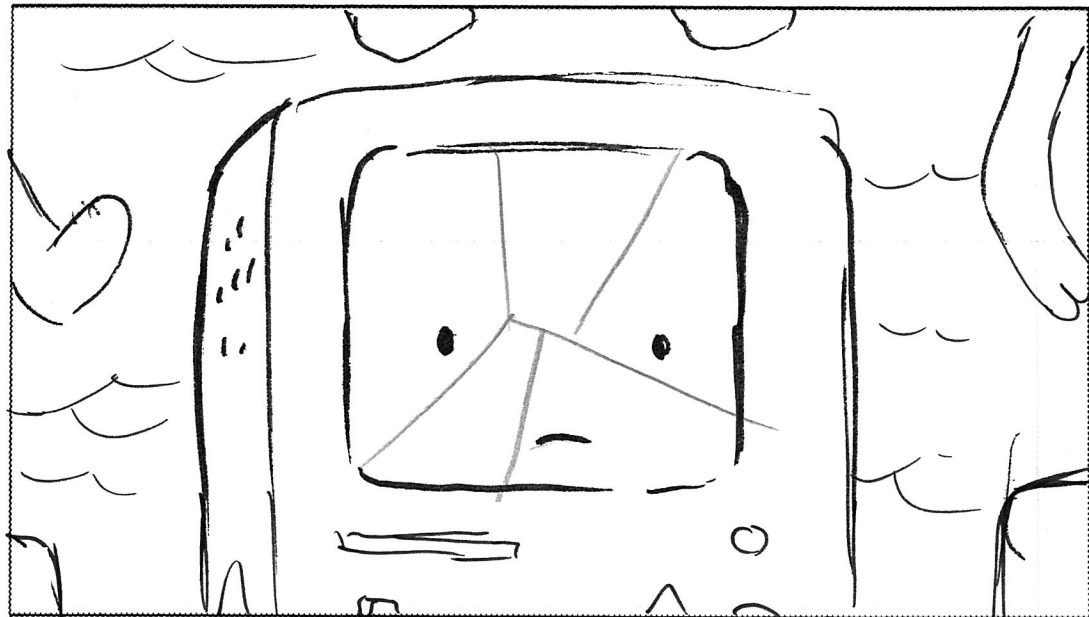
Page 258

Sc. 189

Pnl. A

Bg.

day night

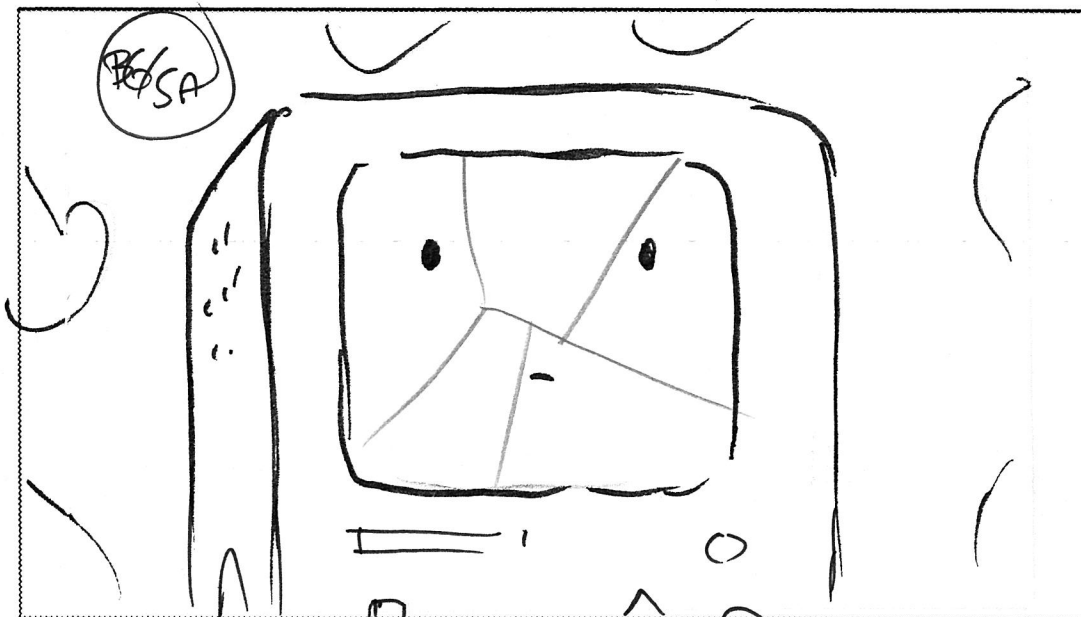


Sc. 189

Pnl. B

Bg.

day night



Dialog:

Action:

- BMO has a realization

Timing:

1034-228

EPISODE #

Production :

ADVENTURE TIME



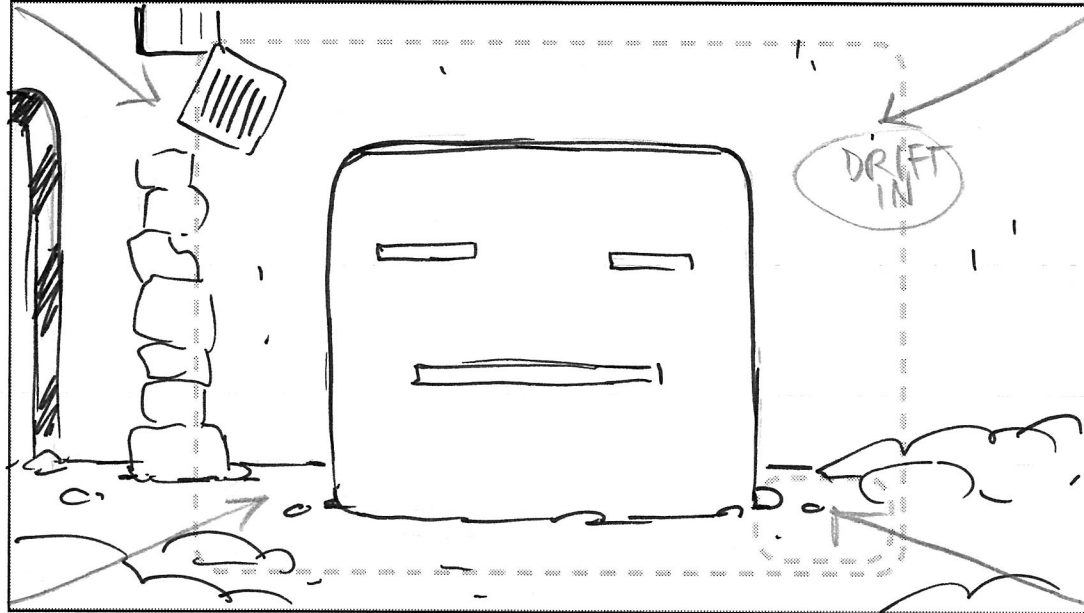
Page 259

Sc. 190

Pnl. A

Bg.

day night

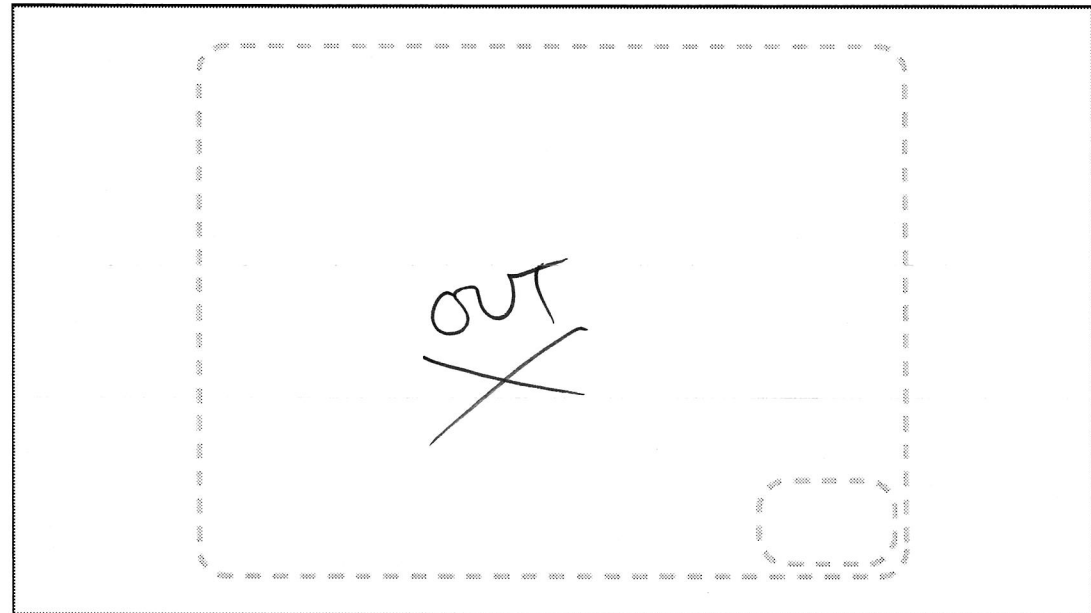


Sc.

Pnl.

Bg.

day night



Dialog:

ALLMO: [note: this is a flashback, but the wording of the lines is altered]

AMO could not think outside
his programming and was blinded... →

Action:

Timing:

EPISODE #

1034-228

Production :

ADVENTURE TIME



Page 260

Sc. 191

Pnl. A

Bg.

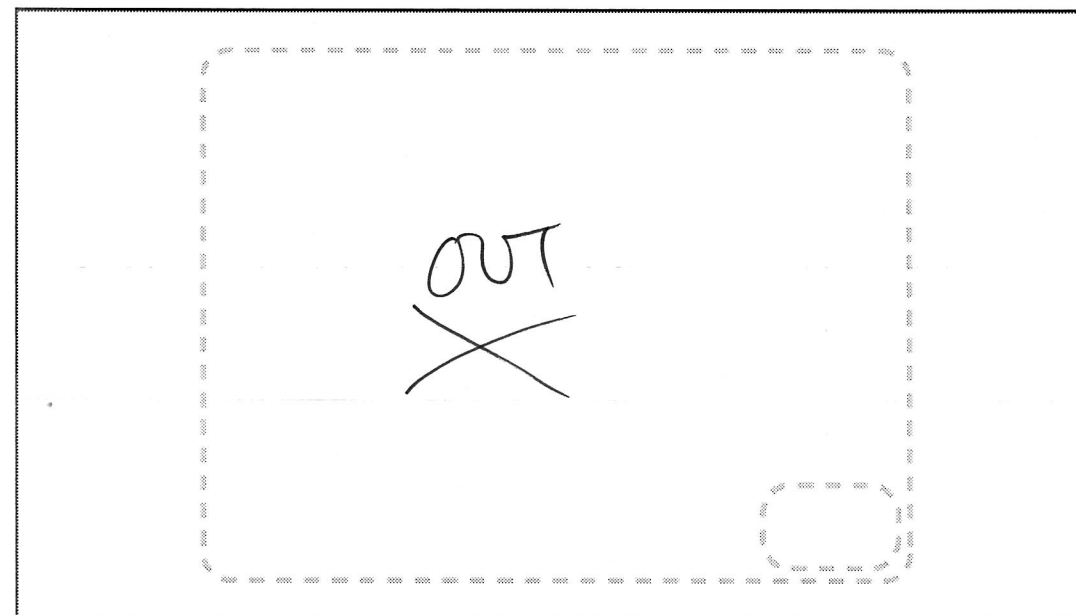
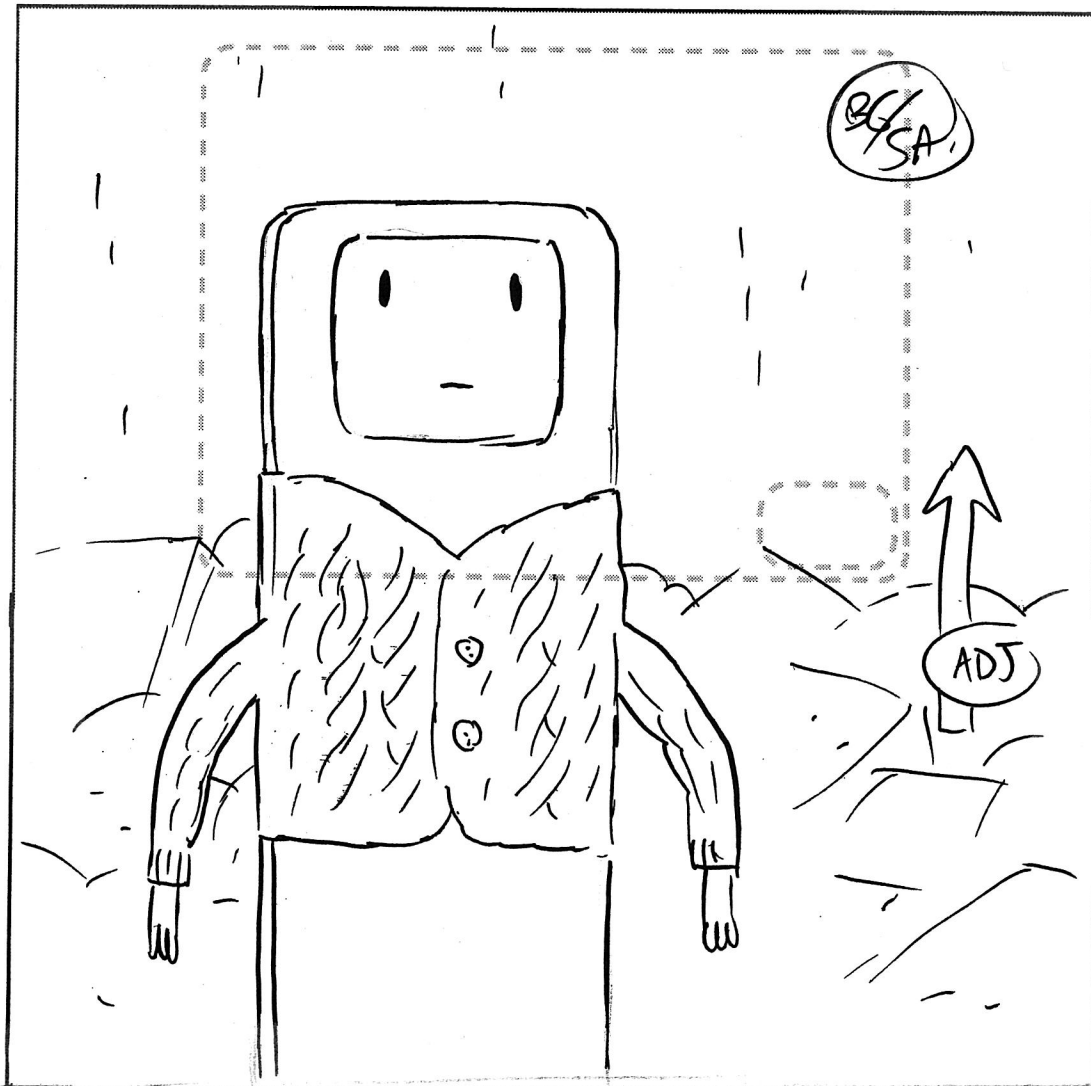
day night

Sc.

Pnl.

Bg.

day night



ALLMO → ... but Your imagination
lets you see the world
how it COULD be.

Production :

EPISODE #

1034-228

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ADVENTURE TIME



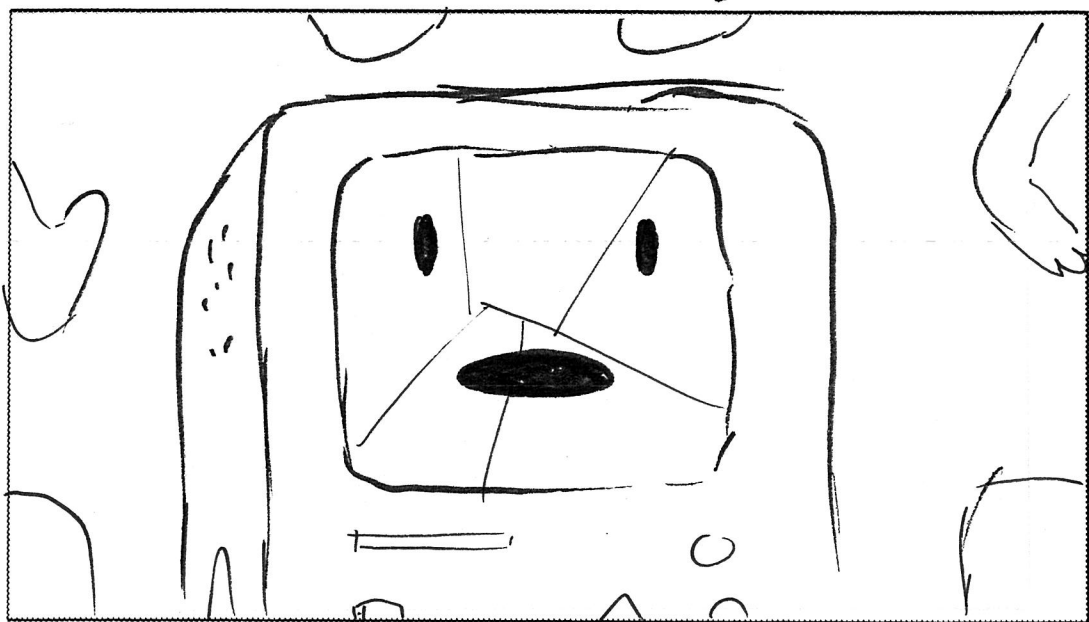
Page 201

Sc. 192

Pnl. A

Bg.

day night

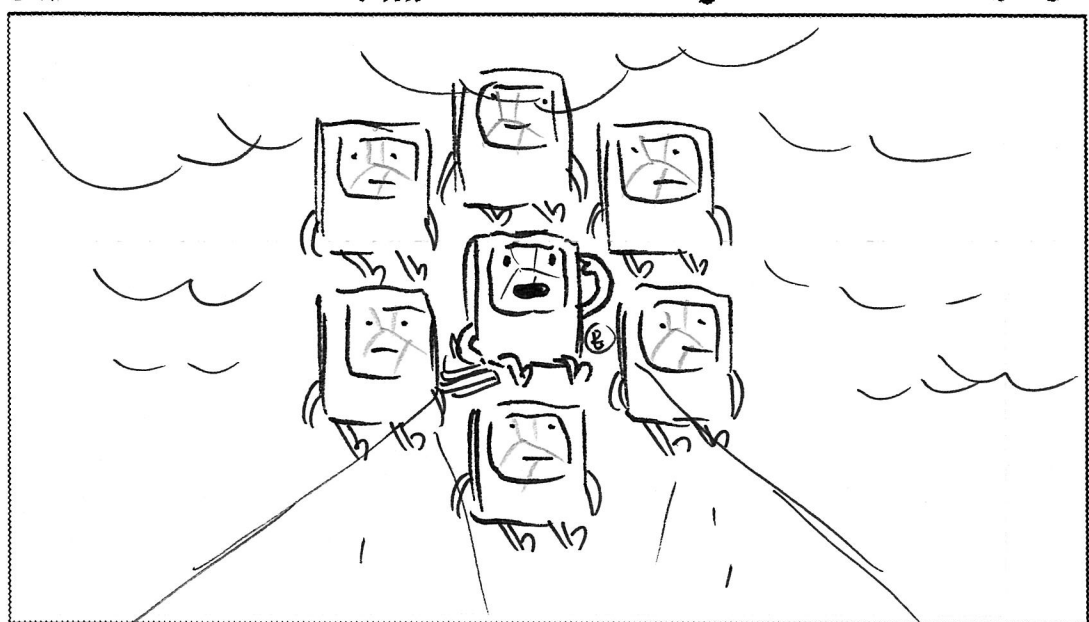


Sc. 193

Pnl. A

Bg.

day night



Dialog:

BMO BUT I
AM DIFFERENT!

Action:



BMO taps his head

Timing:

→ ... ^① it's not just
Moe up here, it's

ME too -

sfx: tap tap



EPISODE # 1034-228

Production :

ADVENTURE TIME



Page 262

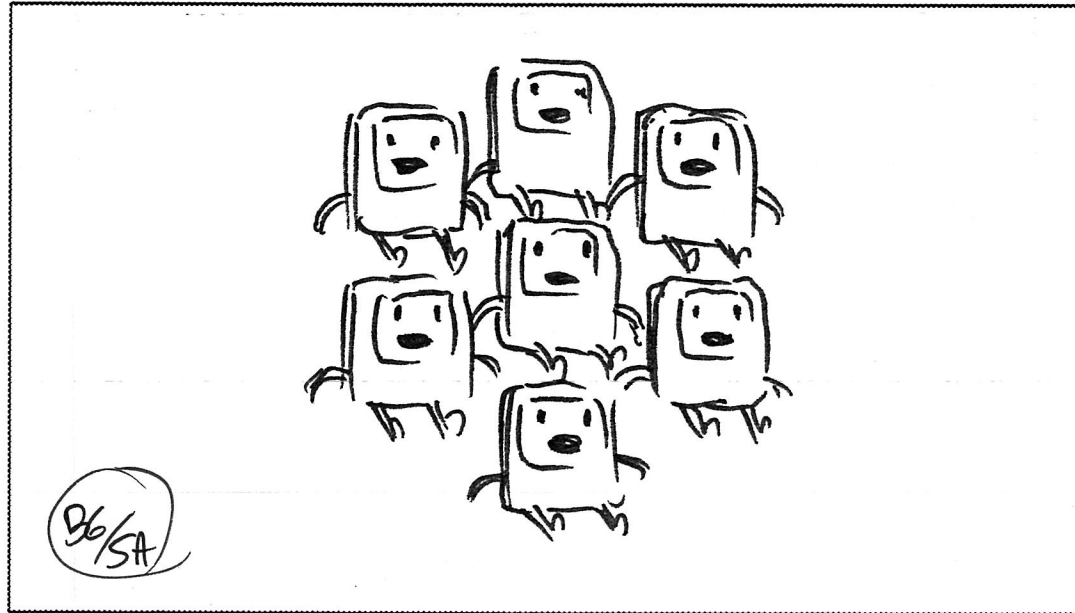
Sc. 193

Pnl.

B

Bg.

day night



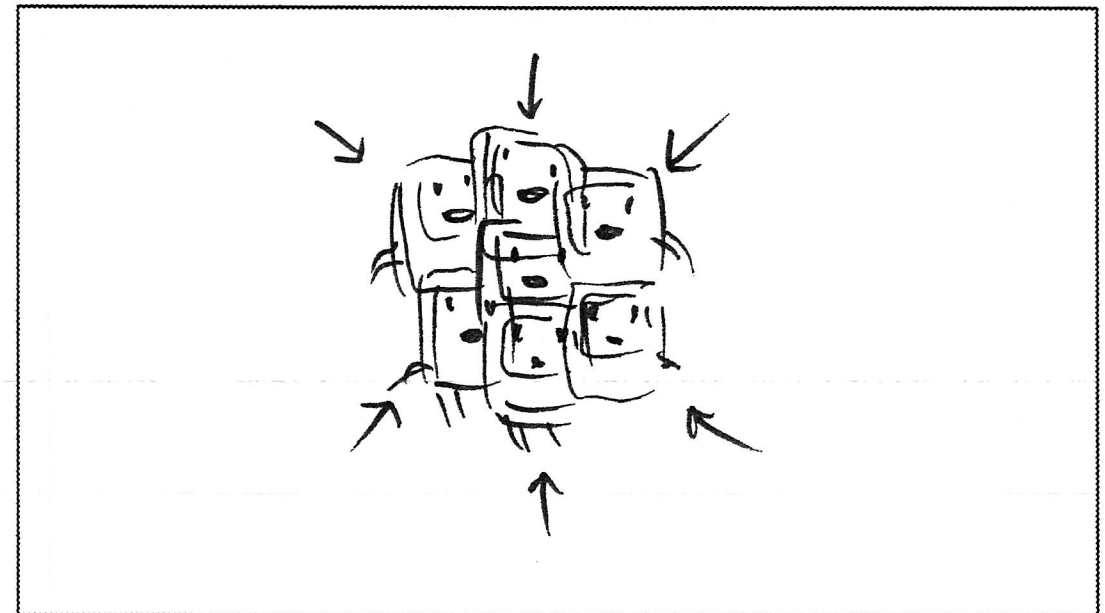
Sc. 193

Pnl.

C

Bg.

day night



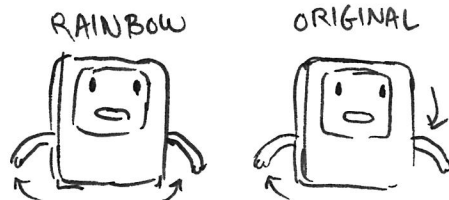
Dialog:

BMOs: and if I
ALL cannot trust
in MOE,

Action:

BMO I can trust
in ME...

Timing:



Rainbow BMOs and original
BMO move
from
different poses into identical position

- Rainbow BMOs fuse back together.

EPISODE #

Production :

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ADVENTURE TIME

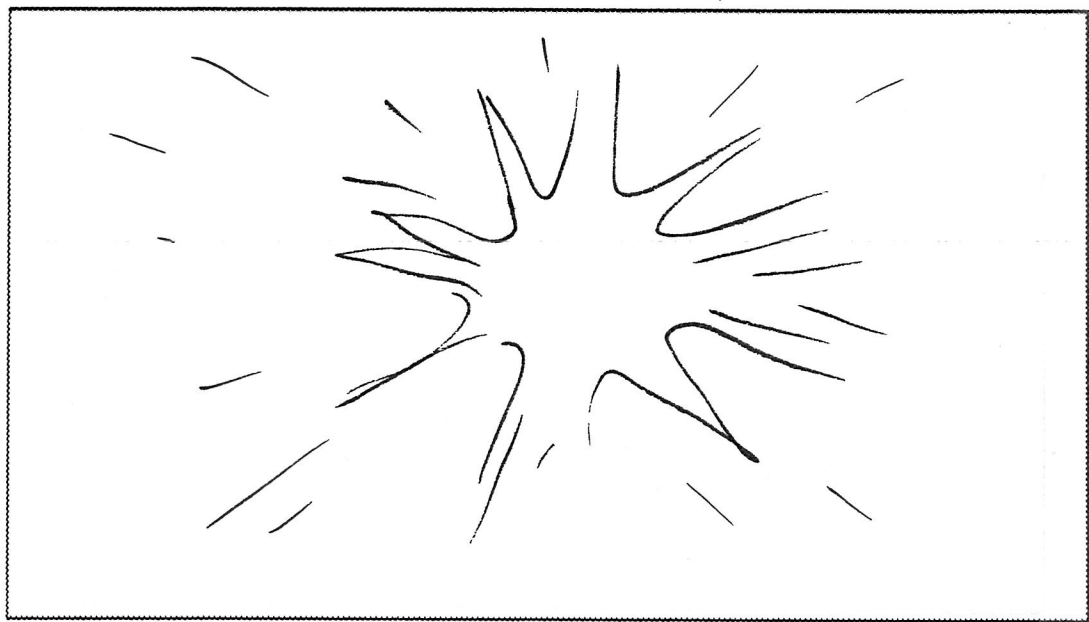


Sc. 193

Pnl. D

Bg.

day night

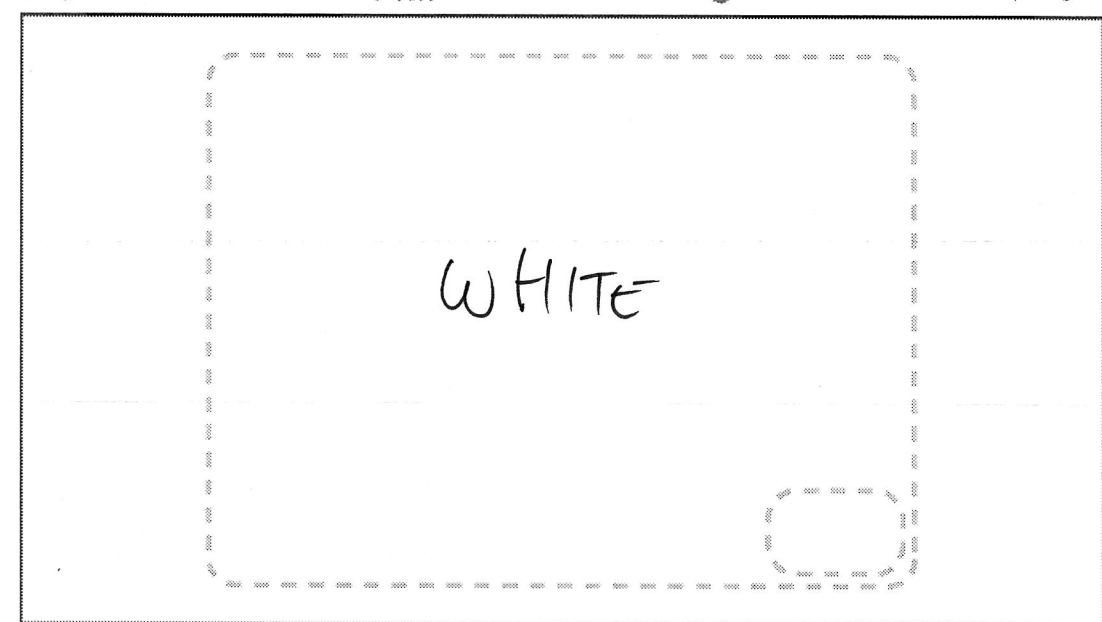


Sc.

Pnl.

Bg.

day night



Dialog:	
Action: - Flash of white light fades into white screen.	
Timing:	

1034-228

EPISODE #

Production :

ADVENTURE TIME



Page 264

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night
194	A			

Dialog:

Action:

Timing:

EPISODE #

1034-228

Production :

ADVENTURE TIME



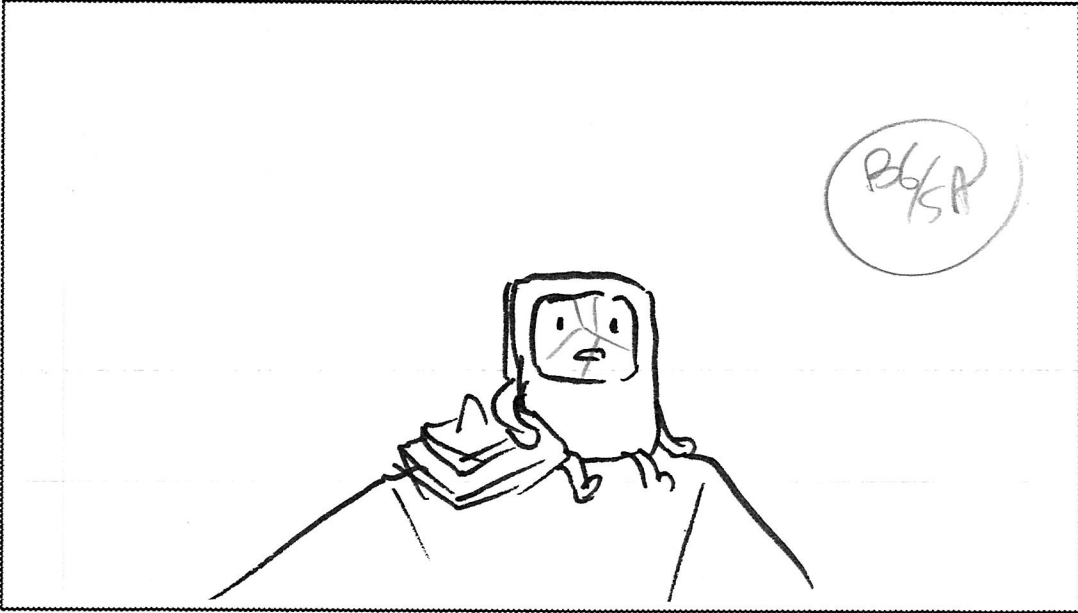
Sc. 194

Pnl.

B

Bg.

day night



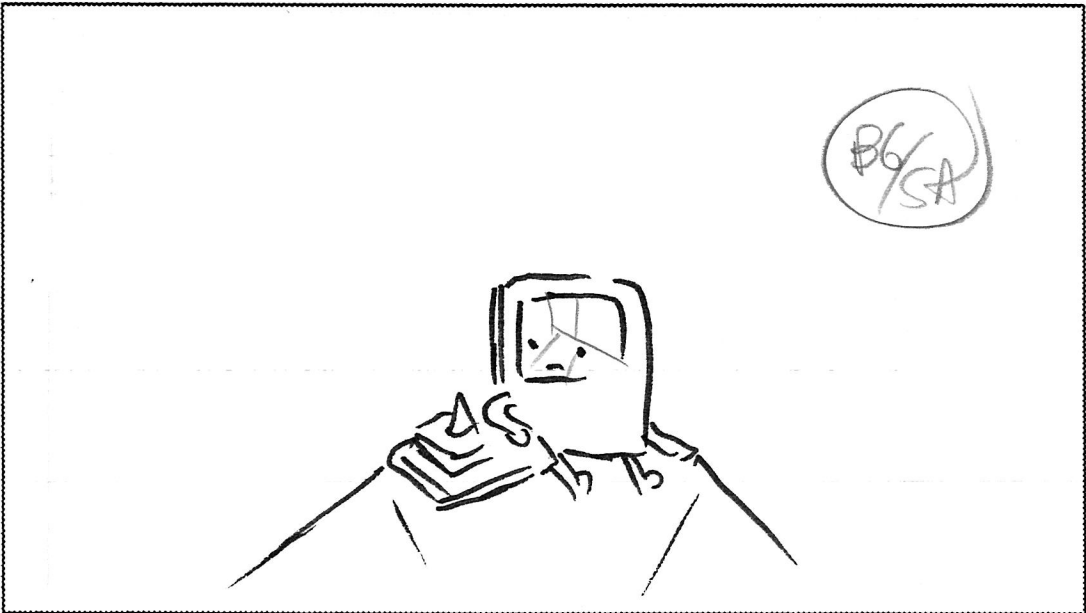
Sc. 194

Pnl.

C

Bg.

day night



Dialog:

BMO *inhale, sigh*
boy it sure is
confusing being
grown... or
not grown...

Action:

Timing:

EPISODE # 1034-228

Production :

ADVENTURE TIME

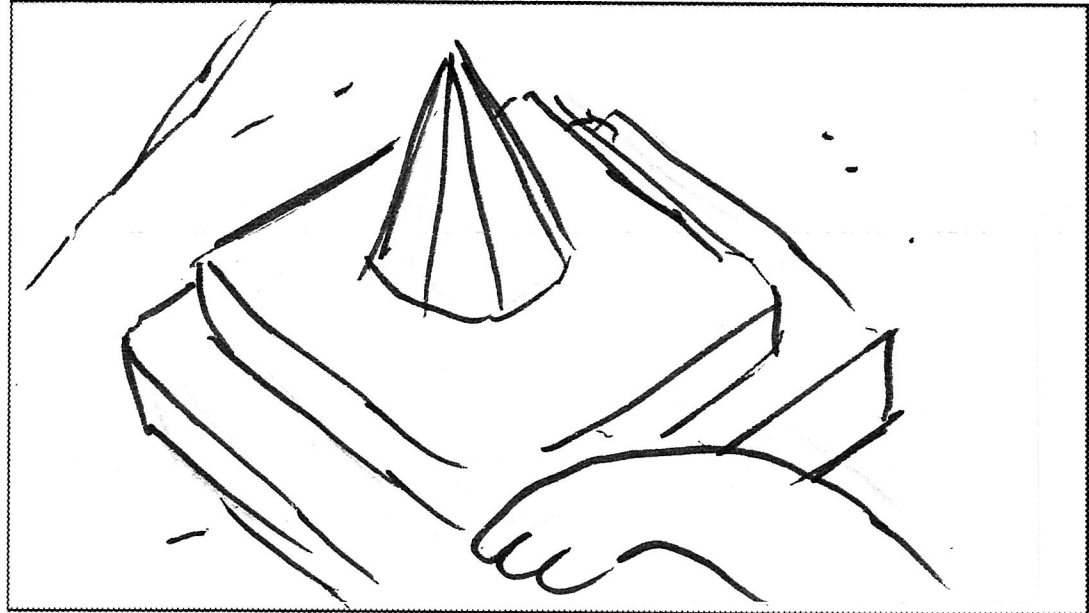


Sc. 195

Pnl. A

Bg.

day night

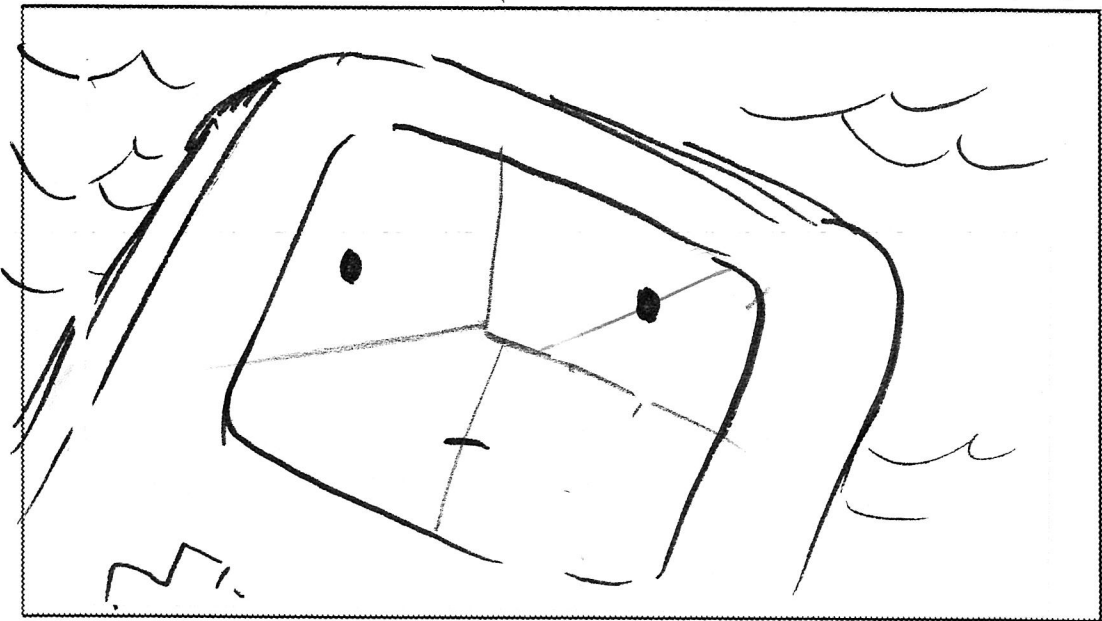


Sc. 196

Pnl. A

Bg.

day night



Dialog:
Action:
Timing:

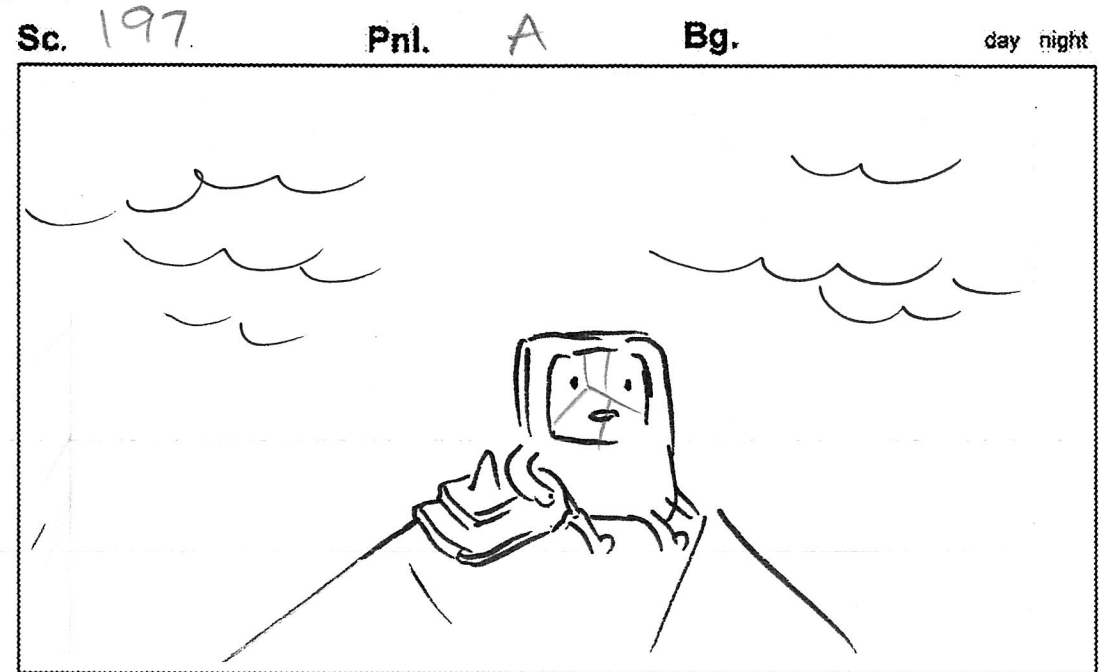
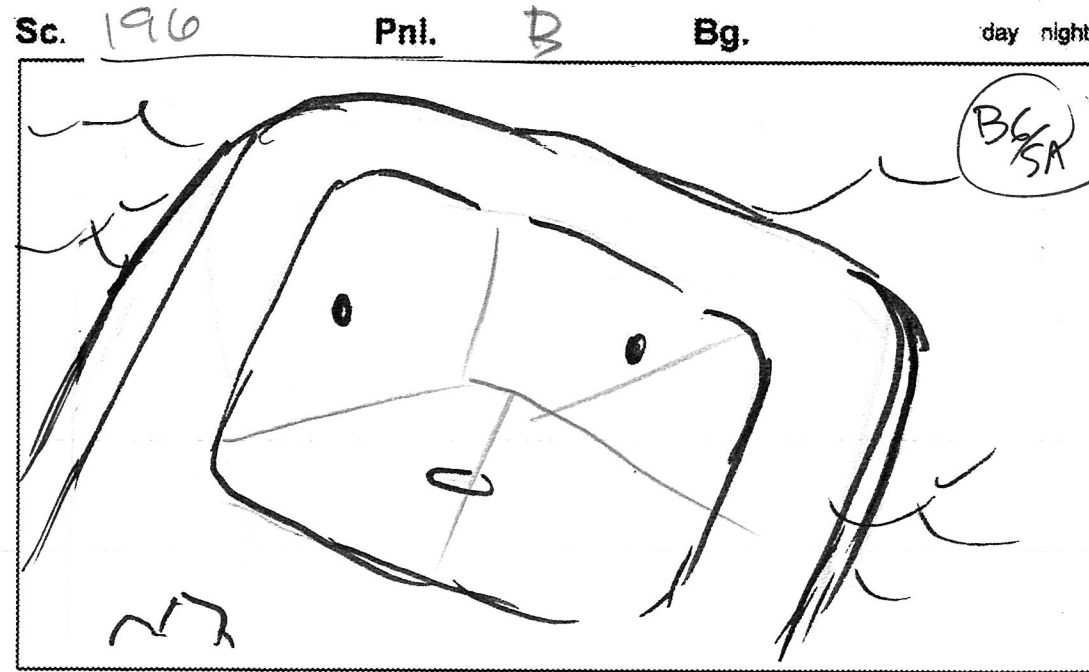
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1034-228
EPISODE #
Production :

ADVENTURE TIME



Page 266A



Dialog:	(BMO) I miss you MOE.	(BMO) Man ... what a day...
Action:		
Timing:		

1034-228

EPISODE #

Production :

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ADVENTURE TIME



267

Page _____

Sc. 197

Pnl.

B

Bg.

day night

Sc.

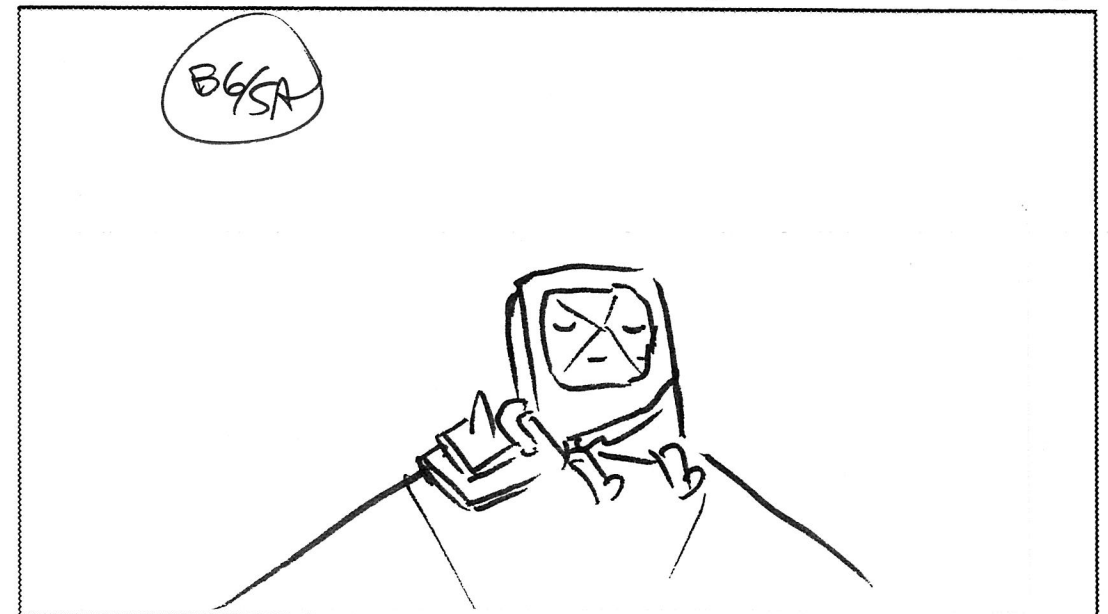
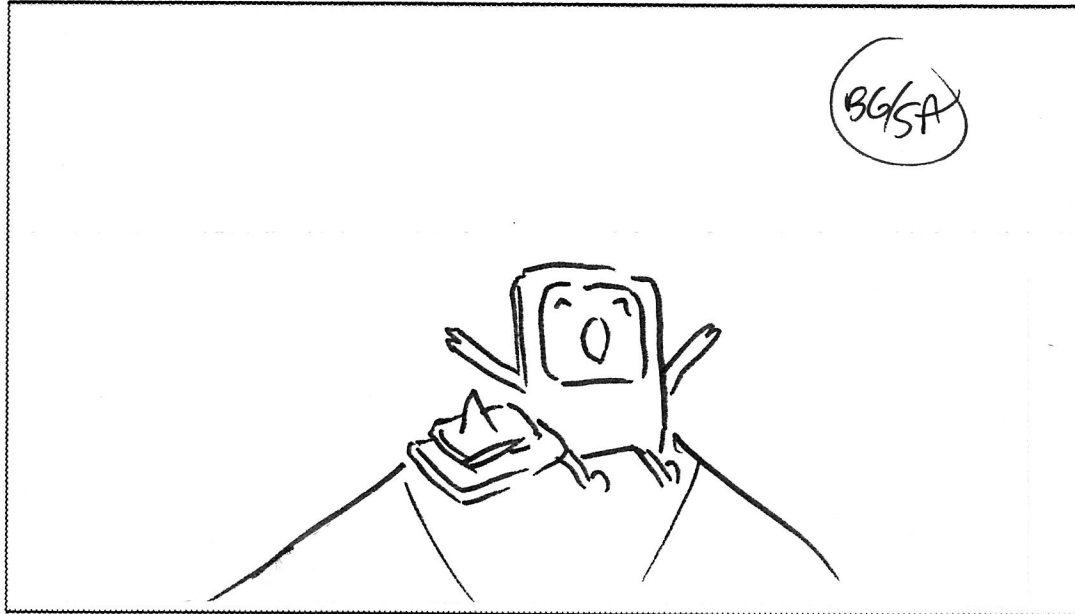
197

Pnl.

C

Bg.

day night



Dialog:

(BMO) sm³ck sm³ck⁻
YAWN

Action:

* gentle exhale *

Timing:

(settling in, getting
comfo (to be noises))

(BMO) 2222 ..

~ BMO yawns then falls asleep.

1034-228

EPISODE #

Production :

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ADVENTURE TIME



Sc.

ay night

Sc.

197

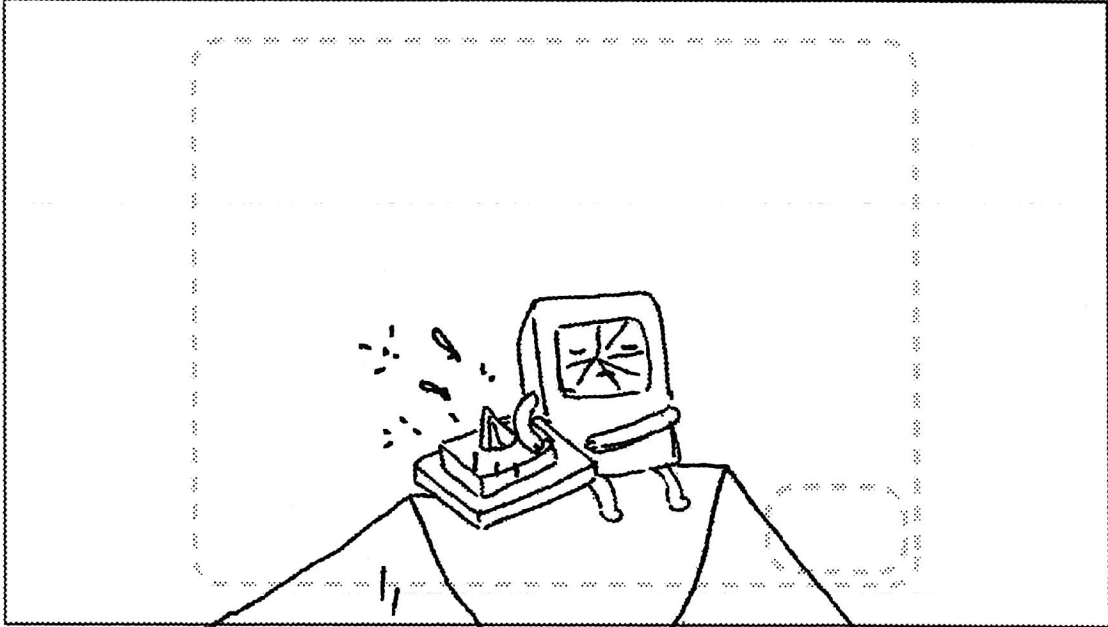
Pnl.

D

Bg.

day night

X
OUT



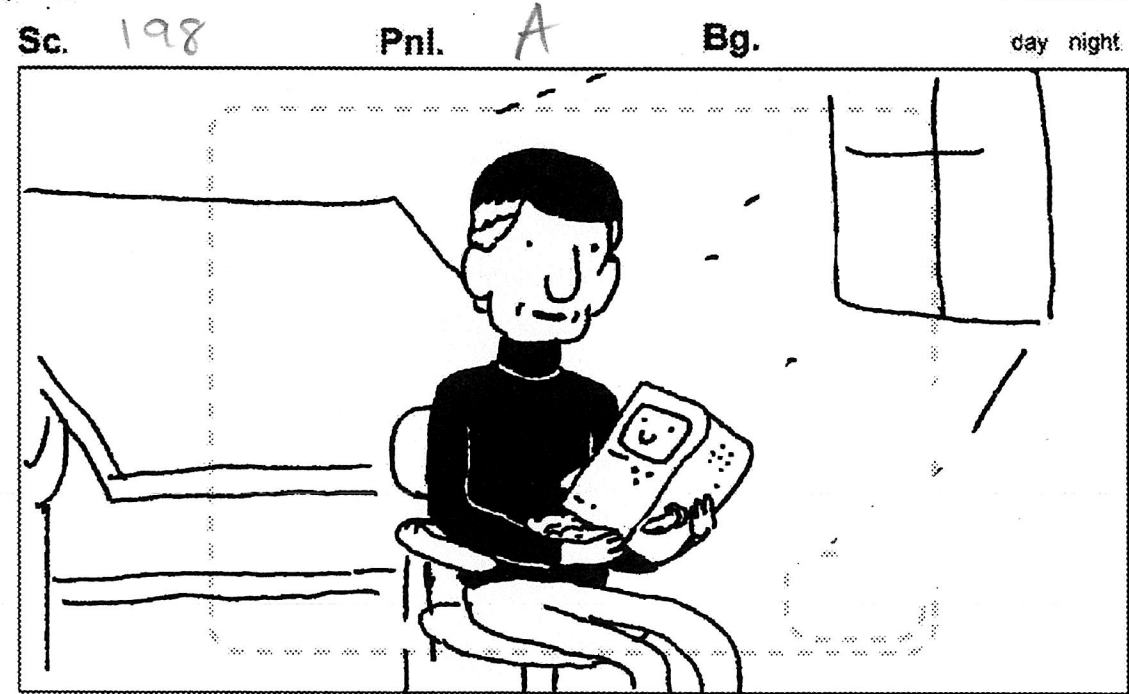
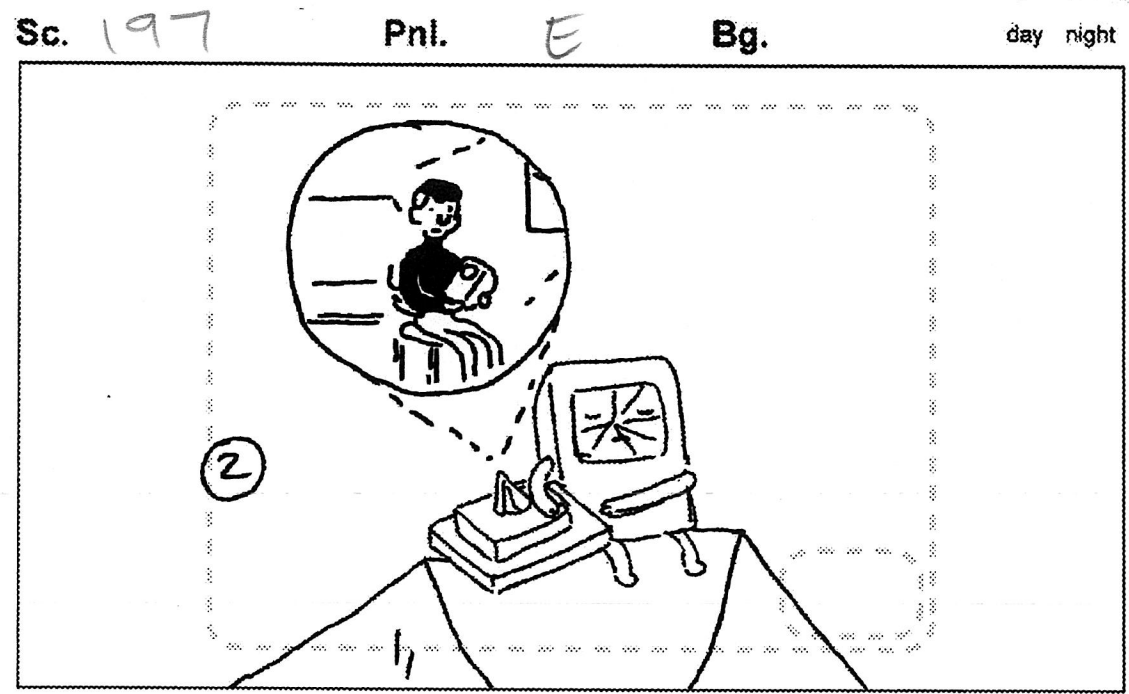
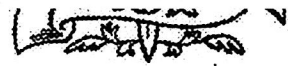
(AFTER SPARKS)

(SFX) = DRIVE WARMING UP =

DRIVE SPARKS

EPISODE #
1034-228

Production :



Dialog:	<p>FLICKERING</p>	<p>(MOE:) I'm going to miss you too BMO, →</p>
Action:		
Timing:		

EPISODE # 1034-228

Production :

ADVENTURE TIME



Sc. 198

Pnl. B

Bg.

day night

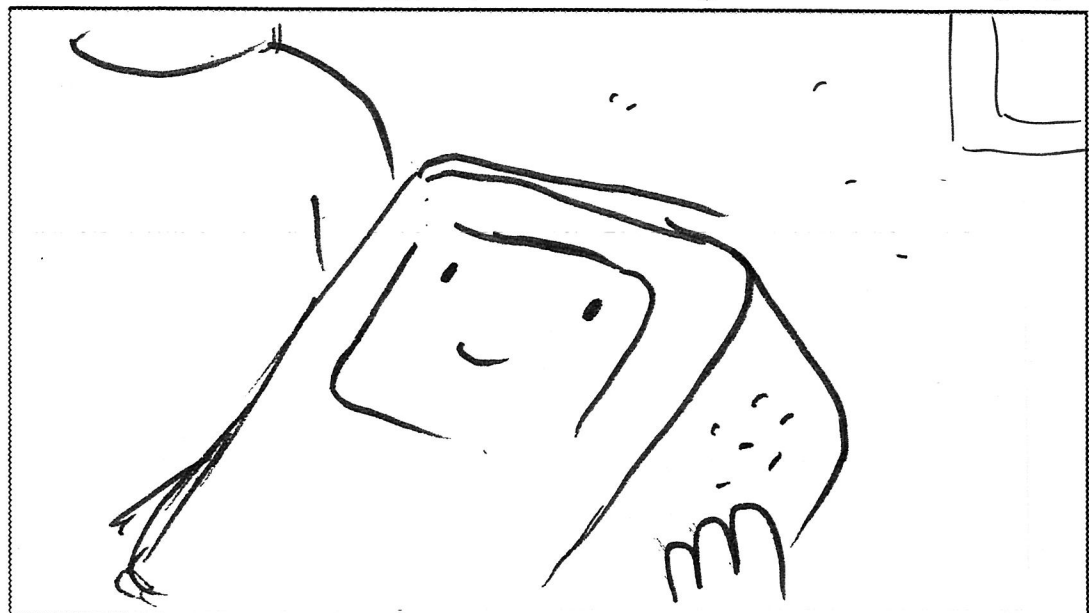


Sc. 199

Pnl. A

Bg.

day night



Dialog:	<p>(MOE) → I feel so very very proud of you.</p>
Action:	
Timing:	

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EPISODE #
Production :

ADVENTURE TIME



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Sc. 199

Pnl.

B

Bg.

day night



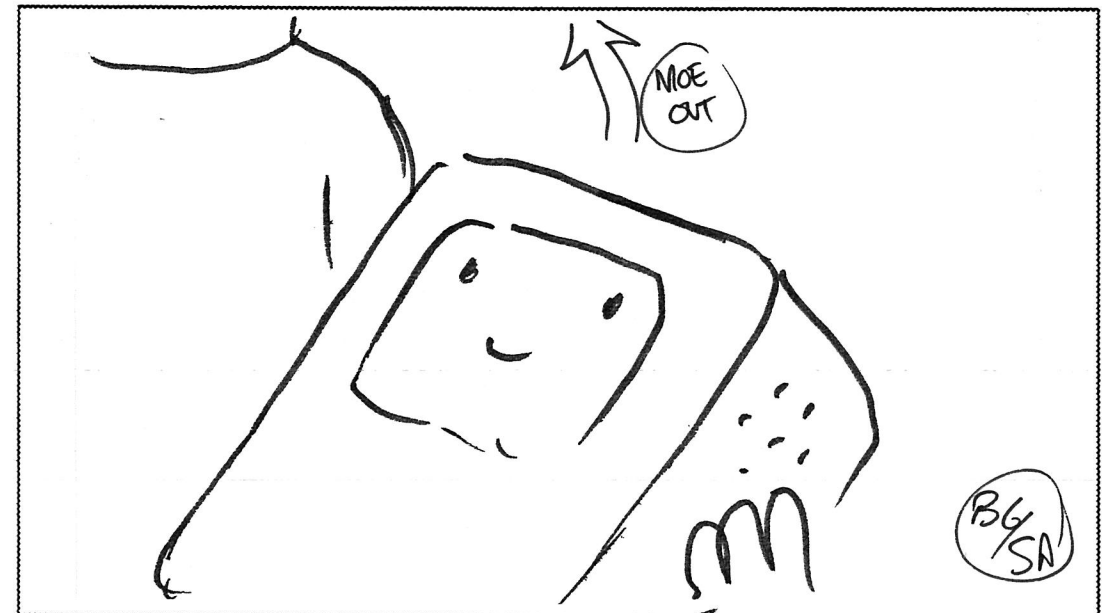
Sc. 199

Pnl.

C

Bg.

day night



Dialog:

(Moe) * KISS *

Action:

- Moe kisses BMO

Timing:

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EPISODE #

Production :

ADVENTURE TIME

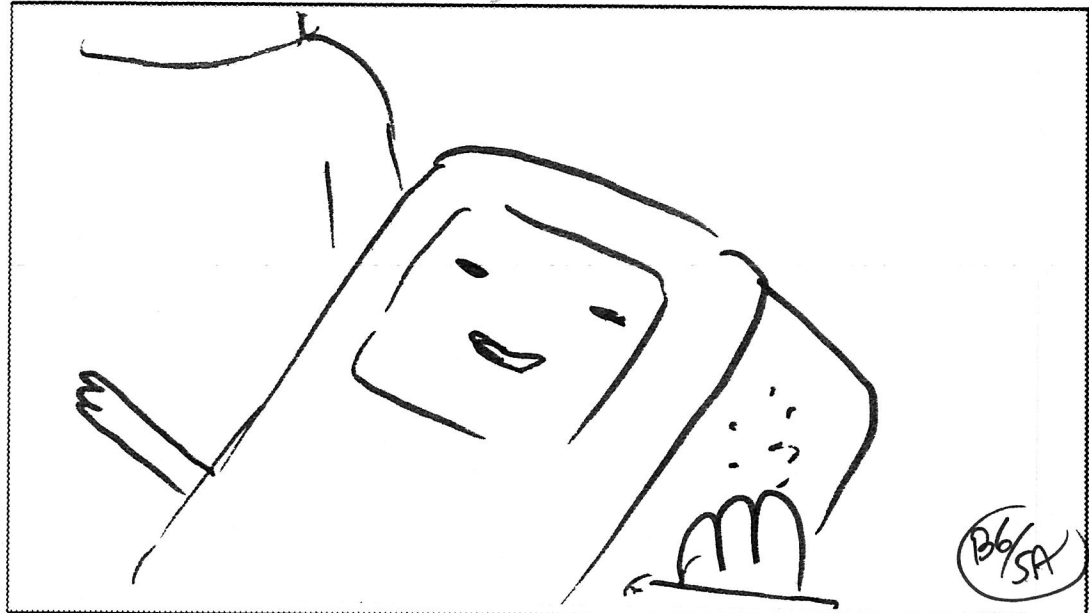


Sc. 199

Pnl. D

Bg.

day night

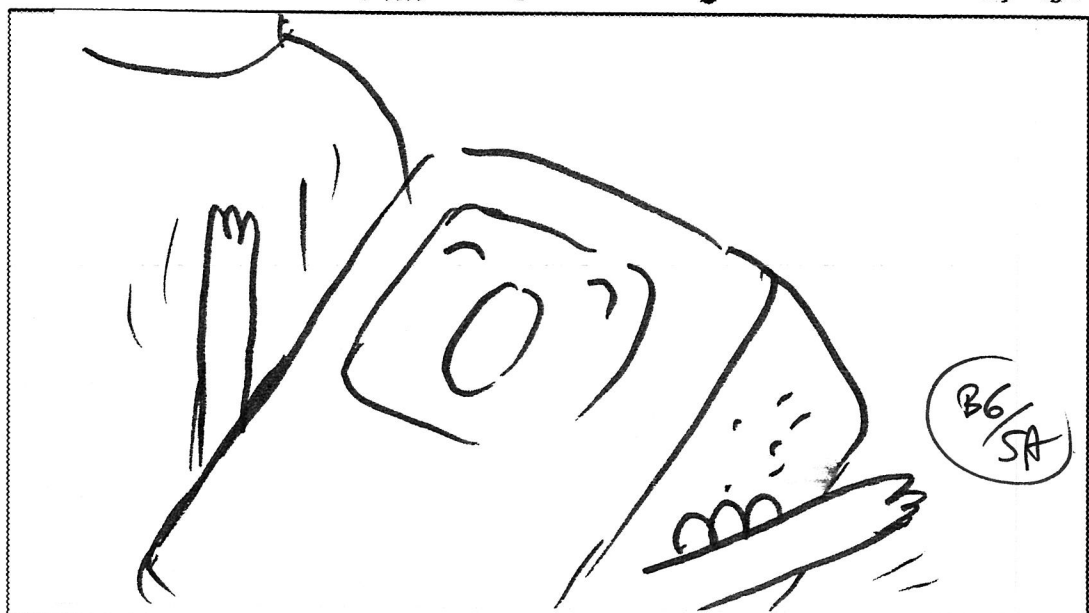


Sc. 199

Pnl. E

Bg.

day night



Dialog:

(BMO) * smack
smack *

* YAWN *

Action:

-BMO Yawns

Timing:

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Production :

ADVENTURE TIME



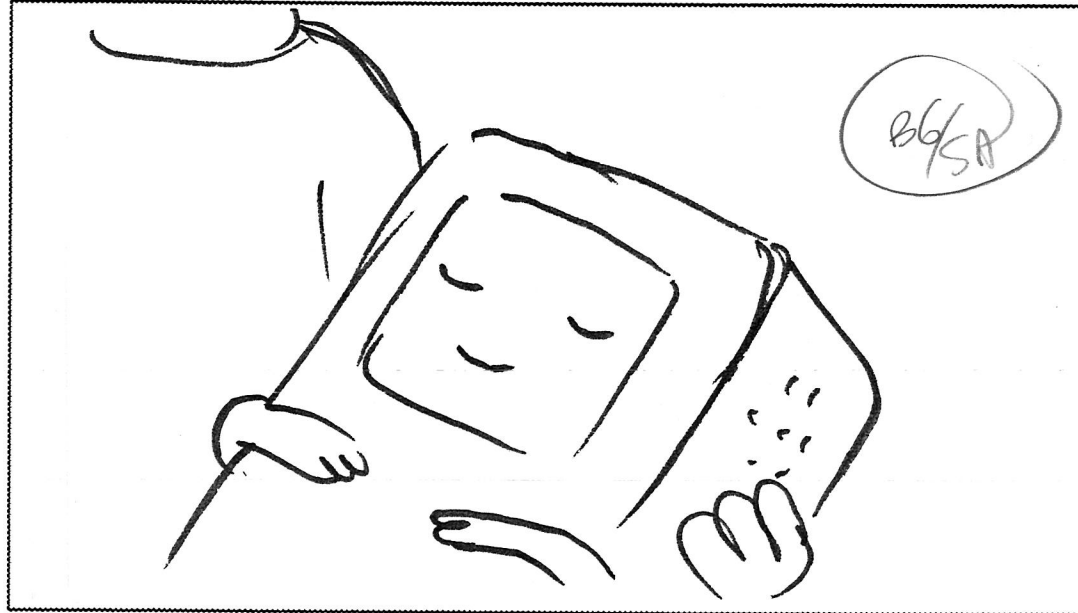
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Sc. 199

Pnl. F

Bg.

day night

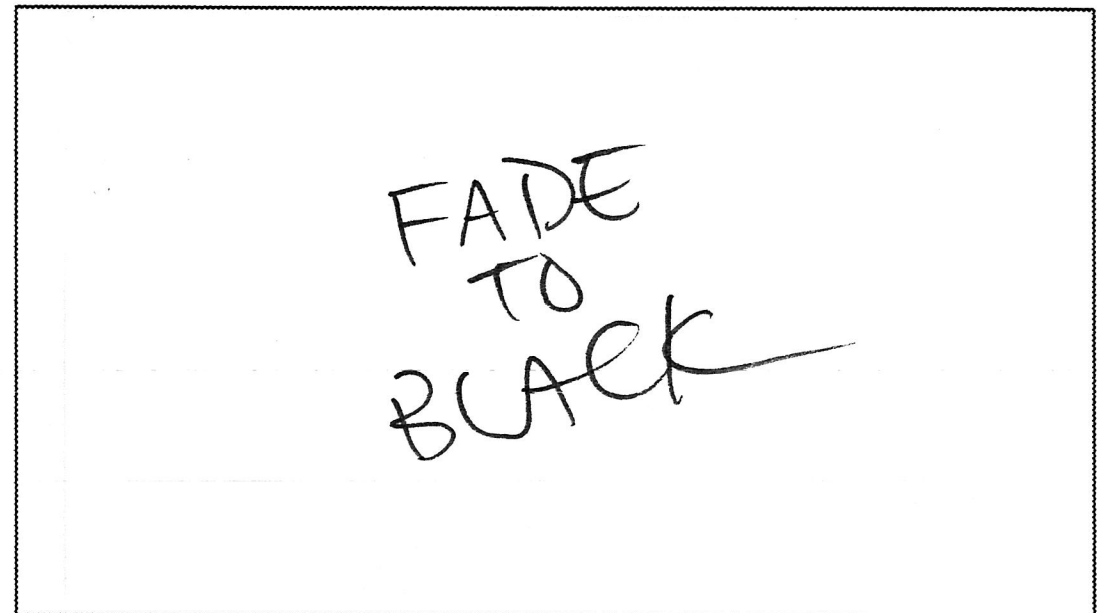


Sc.

Pnl.

Bg.

day night



Dialog:

BMO:

* settle into
sleep noises *

Action:

Timing:

**THE
END**

EPISODE # 1034-228

Production :